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Create a monster

Créate à



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Monster
The ultimate strategy card game is looking for a few good monsters. Describe the most bizarre, monstrous, powerful creature you can possibly imagine; we'll make it real.
The ten most imaginative ideas will be rendered and framed by top fantasy artists, and the grand prize winner's creation will become a permanent part of the
Magic The Gathering® trading card game—
The ultimate battle of wits.
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WANTED



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- Troublemaker (alias: Super Ed)
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- Bumbles, fumbles, makes a mess of everything
- Outsmarts tomatoes, toasters, carrots, the Evil Grögh
- Can solve loads of mind-bending puzzles and traps

"It's a mess of fun"
- Nintendo Power







WANT

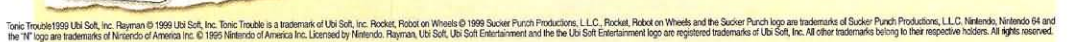


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WANTED



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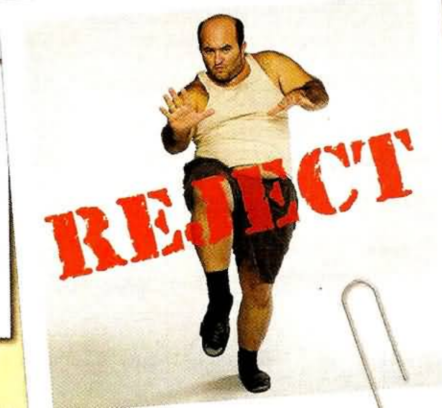




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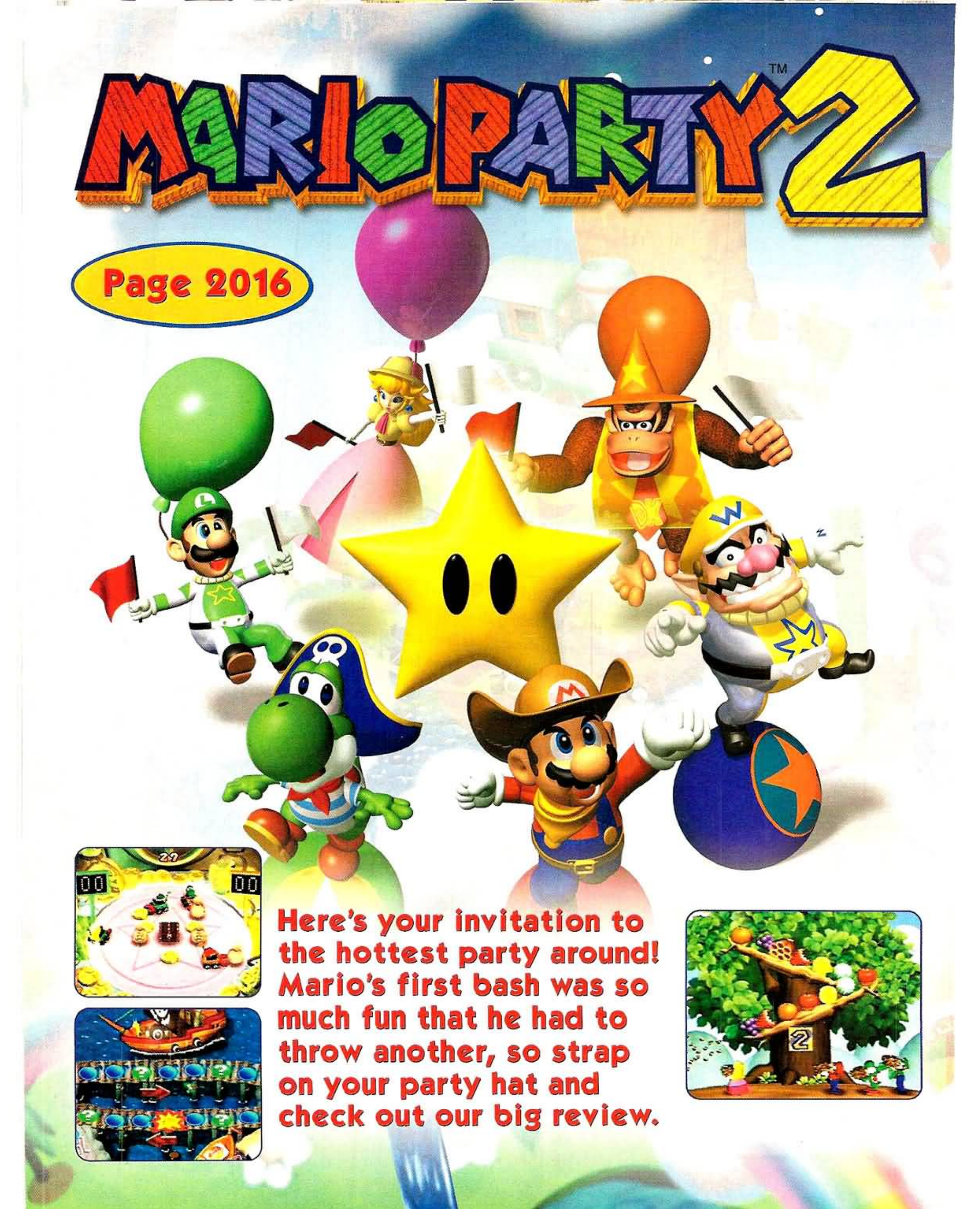
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MARIO PARTY 2
TM
Page 2016
Here's your invitation to the hottest party around! Mario's first bash was so much fun that he had to throw another, so strap on your party hat and check out our big review.

Contents

Volume 128 • January 2000

Strategy

Special Feature

Every Issue

40 Winks

2026



Have you ever had trouble catching a few winks? Well, your problems pale beside those of Ruff and Tumble, two kids who must delve deep into their own dreamworlds to fight the nightmare-inducing HoodWinks. GT Interactive's platformer is as fantastic as the world beyond your eyelids, and we have the keys to dreamland.

Worms

2034



The common earthworm is not typically aggressive. Then again, if you could somehow outfit it with bazookas, flamethrowers, pneumatic drills and explosive livestock, its peaceful code of living might change in a hurry. We'll give you a worm's-eye view of war as we review Infogrames' instant multiplayer classic.

Armorines

2088



In the frightening tradition of the Turok series, Acclaim has spawned Armorines, another eerie first-person shooter packed with crazy weapons. Unless you want to let a huge, disgusting race of alien insects take over the universe, we highly suggest you take a look at our in-depth coverage of the otherworldly swarm.

Bonus! Subscribers Only!

If you're one of our ultra-cool subscribers, then you'll notice a lot of extra stuff this month. That's because we've packed the issue with tons of bonus add-ons as a special treat for our subscribers. Enjoy!

- **Top Tips of the Millennium**
- **Game Forecast 2000**
- **Pokémon Trading Card Game Playmat**

player's pulse

Pardon us if Player's Pulse is sloppy—we're still trying to decide what to call this year. Sure, '99 just rolls of the tongue, but '00? What the heck do you call that? Double-O? All zeroes? Nada? Aught? To be honest, as long as we can stop calling it Y2K, we'll be happy.

Some Wicked Ideas

I think there should be a game for the N64 where you can create your own monster. Not cute ones—they'd be realistic like Dracula. And then you could send them out to terrorize villages and towns and neat stuff like that.

Sparky
Via the Internet



Cindi Jo Bascus • Verden, Oklahoma

In regards to your question about what monsters would be neat in an N64 game, I think it would be cool to see a game with ancient Roman Mythology monsters.

Charley Moore
Kenilworth, IL

I have an idea for a sweet scary game...Scooby-Doo. I have the Scooby game for the Super NES and it's sweet.

Matt Fields
Via the Internet

I would make a game where the final boss is a werewolf. The game play would be similar to The Legend of Zelda: Ocarina of Time in that you'd have opportunities to buy potions, spells and weapons. The other enemies would be such things as vampires, ghosts, mummies, dragons, zombies, hounds and gremlins. For weapons, you'd have knives, bows and arrows, crossbows, silver bullets, dynamite, revolvers, shotguns, torches and machine guns. I don't like blood covering the screen, so I'd prefer to see the fallen enemies disappear like in GoldenEye. Obviously you'd need the Rumble Pak.

Garrett
Dallas, TX

I think a game about a giant squid would be cool to play cooperatively.

Trevor Cichosz
Woodland, WA

I was wondering if you'd make a wrestling game for monsters. You know—Dracula, Werewolf, Frankenstein, Grim Reaper and Bogeyman? Imagine it! Some of the good moves would be the Frankenstein Freezebolt, the Reaper Saw, Bloodshed, the Hack 'n' Slash and the Boogy Buster! I suggest that you release it in October of 2000.

Paul McAnear
Via the Internet

I'd like to see Frankenstein on the N64 soon—I think it would make a great game. It could be called "The Legend of Frankenstein: The Mad Scientist of Time."

Erik Shookman
Washington, IL

Stop it, you're scaring us! It seems like most of the responses we got were split down the middle on monster animosity. About half of you wanted more games that made it your mission to destroy evil, world-ravaging spawn. The others wanted to get behind the wheel of your own monster and go around terrorizing people. At first we thought such a disturbing idea was just plumb crazy, but as we gazed at the full moon and pondered it, it became more and more appealing until we just wanted to run out of the office into the night air, lifting a terrible howl to the dark sky, and...Sorry, what were we talking about? Oh yeah. If you want to check out some current spooky games, try Resident Evil 2, Hybrid Heaven, Shadow Man and Castlevania: Legacy of Darkness for the N64. Of course, don't forget about the all time NES classic Ghosts 'n' Goblins on Game Boy Color.



Thomas Lewis • Memphis, Tennessee

A Truly Freaky Letter

I would like to see a big, scary monster like Yoshi. Or a mean underground worker. Or a car monster.

June Ellen
Via the Internet

A scary monster like Yoshi? OK, it's a stretch, but Yoshi can be a little spooky sometimes. A mean underground worker? A car monster? We aren't sure what these are, but we're scared nonetheless.



Sven Dergler • Rochester, New York

Background Art: Roberto A. Rodriguez • Pompano Beach, Florida

Never, Never Do This

On Road Rash 64, one of the cops always yells, "Put your hands up!" Don't you think that's a strange thing to shout to someone on a motorcycle going 180 miles per hour?

Ashley Scroggin
Via the Internet

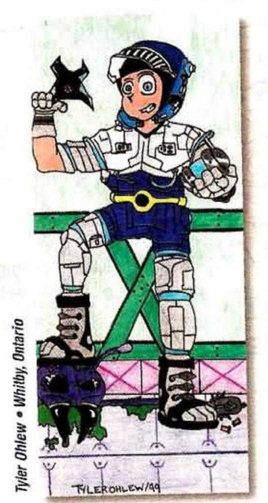
If you'd just consult your Motorcycle Hooligan Handbook, you'd realize that such an entreaty from the policeman is merely designed to distract you while he shunts your ride off the side of the road so he can arrest you. The proper retort, according to section five, paragraph three of the aforementioned text, is to lift one hand in the air then use it to insert a crowbar into the officer's front wheel spokes. Don't expect a thank-you.

A Rare Vision

While playing Rare's lovely game, Jet Force Gemini, I came across a picture of a stick figure man in his underwear holding a clipboard and wearing a derby in the Castle section of Tawfret. Most people wouldn't know who he was, but I and others know that the stick figure is none other than Mr. Pants from Rare's website (www.rareware.com). Mr. Pants is the survey man for the site.

Amanda Schroeder
Via the Internet

Not only that, but if you collect 300 drone heads with a single character, you'll be able to turn on the Ants as Pants cheat, which turns all Soldier Drones into that same lovable character. Of course, he's less lovable when he's blasting away at you, but that's a given. For those of you who want to look at another bit of Rare's unique visual humor, check out the walls in the Facility level of GoldenEye 007. There are tons of "No Smoking" signs, but there's one in a tiny partition between two hallways that has a silhouette of Bond with the red circle/slash around it. No Bonds Allowed.



Tyler Ohlew • Whitby, Ontario

Don't Party Too Hearty

Apparently, some of you Mario Party masters have been wearing down your palms trying to rotate the Control Stick too quickly during the minigames, and we'd like to remind you to be careful. The skin on the palms of your hands is very sensitive, and the Control Stick isn't designed to be plugged in there and rapidly swiveled—chances are, if you do it enough, you're going to get a blister. Instead, use your thumb to rotate the stick during minigames like the tug-of-war, where you need speedy spinning. Or, if that method doesn't work for you, grab the Control Stick between your thumb and forefinger and try it that way. You'll be winning in no time! As always, if you have any questions or concerns, please don't hesitate to call our toll-free Consumer Service line at 1-800-255-3700 (1-800-422-4281 TDD).

More Pokémonology

In addition to C. Mills' observation that Articuno, Zapdos and Moltres's last syllables are the first three Spanish numerals, I realized something else. Hitmonchan's last syllable comes from Jackie Chan's last name and Hitmonlee's last syllable comes from Bruce Lee's last name. They're both martial artists—I just wanted to let you know in case you didn't.

Jeremy Bottum
Via the Internet

Good eye, Jeremy. It makes perfect sense, considering the amount of punching and kicking that Hitmonlee and Hitmonchan do. We hear those Pokémon do all their own stunts, too.

Colour Commentary

I was just wondering if you realized that, to Canadians, there is one BIG spelling mistake on every GBC. You see, in Canada, we spell "color" with a "u," so it's "colour." So my question is, did you realize the mistake and just not care or did you not realize there was a mistake? If you can put different languages on the GBC and the game boxes, then why not an alternate spelling? I know you probably don't think it's a big deal, but it's annoying to



Victor Calderon • Bronx, New York


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VOLUME 128-JANUARY 2000
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power charts

See, we knew that whole Y2K thing wouldn't be as bad as everyone said—order has returned to the Power Charts universe. To celebrate the new year, Ocarina of Time and GoldenEye triumphantly reclaim their old N64 thrones, cutting the reign of Pokémon Snap short at a single month.

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



2 GOLDENEYE



3 SUPER SMASH BROS.



The back and forth battle for the N64 top spots continues, but the real excitement is in the trenches. Jet Force Gemini, WWF Attitude, Blitz 2000 and Army Men: Sarge's Heroes all greet the new year by making stunning debuts in the top ten.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	13
2	GOLDENEYE	NINTENDO	4	37
3	SUPER SMASH BROS.	NINTENDO	3	7
4	POKéMON SNAP	NINTENDO	1	5
5	JET FORCE GEMINI	RARE	—	1
6	WWF ATTITUDE	ACCLAIM	—	1
7	BLITZ 2000	MIDWAY	—	1
8	STAR WARS: ROGUE SQUADRON	LUCASARTS	6	12
9	ARMY MEN: SARGE'S HEROES	THQ	—	1
10	STAR WARS: EPISODE I: RACER	LUCASARTS	5	5
11	BANJO-KAZOOIE	NINTENDO	8	18
12	MARIO GOLF	NINTENDO	9	2
13	SUPER MARIO 64	NINTENDO	11	40
14	MARIO PARTY	NINTENDO	7	10
15	WCW/NWO REVENGE	THQ	—	14
16	1080° SNOWBOARDING	NINTENDO	20	20
17	MARIO KART 64	NINTENDO	10	37
18	SOUTH PARK	ACCLAIM	17	12
19	TUROK 2	ACCLAIM	16	14
20	ROAD RASH	THQ	—	1

GAME BOY TOP 10

1 POKéMON



2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX



3 POKéMON PINBALL



These top three look familiar, somehow... After a brief shakeup, Link's Awakening reclaims its spot as runner-up to Pokémon. Meanwhile, Pokémon Pinball is making itself comfortable at #3—is Bond out of the upper echelon for good?

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	14
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	3	81
3	POKéMON PINBALL	NINTENDO	2	4
4	JAMES BOND 007	NINTENDO	5	21
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	6	85
6	FINAL FANTASY LEGEND 3	SQUARE	9	76
7	WWF ATTITUDE	ACCLAIM	—	3
8	DONKEY KONG LAND 3	NINTENDO	—	26
9	TETRIS ATTACK	NINTENDO	—	10
10	NFL BLITZ	MIDWAY	—	4



1. POKéMON STADIUM (N64)
2. POKéMON YELLOW (GAME BOY)
3. DOLPHIN
4. DONKEY KONG 64 (N64)
5. JET FORCE GEMINI (N64)
6. PERFECT DARK (N64)
7. SUPERCROSS 2000 (N64)
8. ARMY MEN: SARGE'S HEROES (N64)
9. WRESTLEMANIA 2000 (N64)
10. RAINBOW SIX (N64)

look down at a Game Boy that has colour spelled incorrectly.

Steph Russel
Via the Internet

Well, first of all, we don't translate on the Game Boy. Game Boy in France is "Game Boy," not "Garçon de Jeu." Likewise, the Italian Game Boy is also "Game Boy," not "Ragazzo di Gioco." As far as alternate spellings, our motto is: "You put the 'u' in Game Boy Color!"

Pokémon for Dollars

If you had been watching "Who Wants to Be a Millionaire" on TV in November you would have noticed that the $500,000 question was about Pokémon. The contestant had to identify one character that was not a Pokémon out of these four: Jigglypuff, Frodo, Pikachu and Squirtle. The contestant used his 50/50 lifeline, leaving him with a choice between Jigglypuff and Frodo. He backed out and took what he had rather than risk it all. Imagine that! I guess he should subscribe to Nintendo Power with his winnings.

Dustin Dano
Via the Internet

You're absolutely right—that's just one example of how NP can make you rich...or not. Judging by the amount of mail we received about that episode, there were plenty of Pokémaniacs screaming "Jigglypuff!" at their TVs.

A Breath of Not-Fresh Air

I was playing Shadow Man the other day and as I was going across a rope in Deadside, I realized that Shadow Man was breathing. I thought that Shadow Man didn't need to breath on Deadside—isn't that why there's no time limit for air?

Eric Levin
Via the Internet

There are two possibilities. One is that it was a slight auditory oversight. The other is that while you were playing the game, some undead creature from Deadside was standing right behind you, breathing heavily. Sleep well!

Bright Lights, Big Pokémon

Okay, who saw *Pokémon: The First Movie* when it came out last November? Aaron Jacobi of Little Rock, Arkansas, did, and chances are, he saw it before you did. As the winner of our Player's Poll Contest in Volume 124, Aaron took a trip to L.A. for the premiere of the animated blockbuster. He took a V.I.P. tour of the WB studios (catching a glimpse of George Clooney shooting hoops during a break on the ER set) and then pulled up to the premiere in the Pokémon Beetle. Congratulations, Aaron!



WINNER!



Dez • Pasadena, Maryland



Joey Ficken • Chico, California

WRITE AWAY RIGHT AWAY!

We don't know if it's just millennial fever, but the dawning of the year 2000 has us in a futuristic mindset. We realize that it's a bit early to ask, but what do you think video games will be like by, say, 2050? Will they be full virtual worlds? Will you be able to smell or taste simulations? Or will they even still be around? Write in and give us a glimpse of your future vision!

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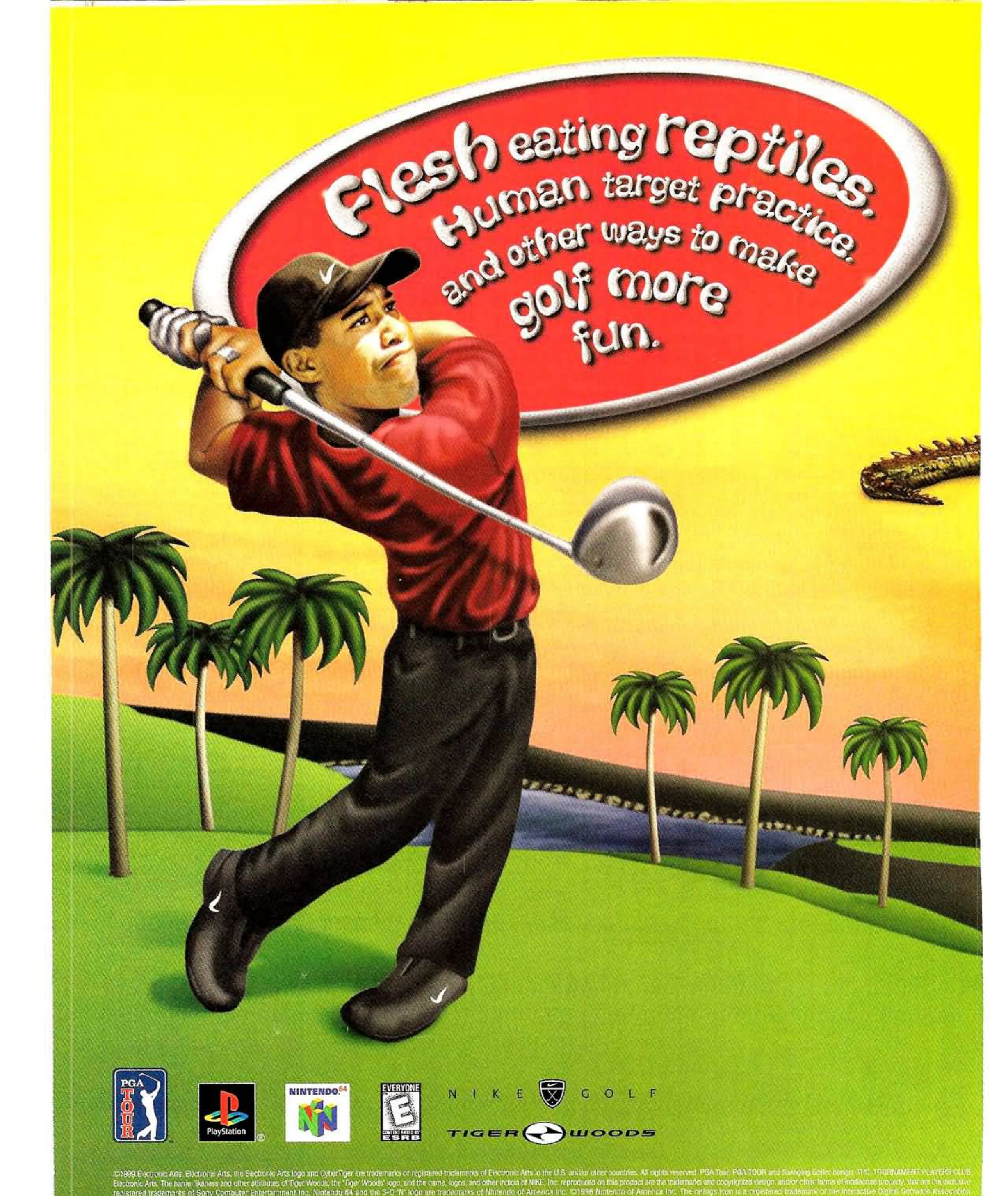
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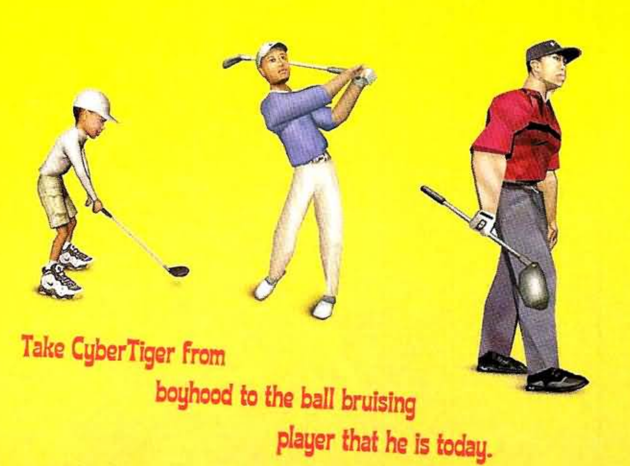
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MARIO PARTY 2™

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Nintendo and HUDSON SOFT have sent out invitations for another get-together, and your name is on the guest list! It may be a party, but you've got plenty of work ahead of you in the minigames.

It appeared that an argument over a new name for Mario Land would never be settled. Yoshi, Donkey Kong, Princess Peach, Wario and the two Mario brothers all had a claim to the place, and no one would back down. Then Bowser came storming into the picture, offering the rivals a solution: Whoever tosses out the intruder can claim Superstar status. But before that can happen, the rivals will have to compete in party games for the right to take on Bowser. With plenty of new features and challenges, this multiplayer mega-game may even make you forget the last shindig.





Save Your Controller

Remember the games from the first Mario Party that required you to quickly rotate the Control Stick? They're a memory at the new party, so you can give your Controller and your hands a rest. The new games are plenty difficult, though.



Practice Mode

If you or your opponents are unsure how to play a particular minigame, all you need to do is try it out in Practice Mode. Nothing that happens will be counted in the board game, and you can leave this mode whenever you like.



Stars Count for Coins

Coins are the primary currency in Mario Land this time around, so you can convert any stars you collect in the course of the game into 50 coins apiece. You also get to keep all the coins collected by computer-controlled players at game's end.



Save Your Game in Progress

If you're in the middle of a great game but you have no choice but to stop for a while, you can save your progress. The next time you play, the saved game will appear on the opening menu screen as a piece of paper pinned next to Minigame Park.



BOARD SPACES

There is only one certainty in MP2: Something will happen every time you take a turn. You may get some coins, or you may be warped back to where you started. You may even have to go to battle with your rivals before the turn ends.

NEW SPACES



Item Space

You may not need to spend money at the shop after all. Landing on this space will put you in a single-player game that could yield a valuable– item or perhaps nothing.



Battle Space

Battle stations! Landing on this space will throw the rivals into a free-for-all for a pot of money. Every player must put hard-earned coins into the kitty.

NEW BOARD SPOTS



Items Shop

Since you can't count on the game to provide you with the item you want, you may find it necessary to plunk down some coins at the shop for something special. This is true particularly if you've amassed a lot of wealth. Money that you've spent counts as money collected for the end-of-game Bonus.



Koopa Bank

You can't blame the Koopas for trying to make an honest living, but you can blame them for constantly ripping you off. Their establishment works more like an involuntary lottery than a bank. You must put in money when you pass by, but you'll get a big payoff if you land on the space.



Baby Bowser

Baby Bowser shows up on whatever space Toad decides to vacate. He's a lot less pleasant to run into, considering that he steals coins from you. The only thing to recommend him is he doesn't come after you, unless he turns into the full-grown Bowser, who'll hunt you down, then take ALL of your coins.



Hidden Block

Landing on a blue space is a good thing—you automatically get coins—but it's a great thing when it contains a Hidden Block. You'll be rewarded with extra coins, or possibly even a star, when you jump up to hit the block. There's no way of knowing where the Hidden Blocks will appear.



COLLECTING ITEMS



Items can be a nice surprise or an essential part of a victory, depending on what you get and when you get it. They can even be a liability—a Bowser Bomb at the wrong time can be setback—but it's usually good to have one handy.

Boo Bell

If you want to inflict a phantom visitation on a rival and steal some coins or stars in the process, then give Boo a ring. Resistance is futile.

Bowser Bomb

Turn Baby Bowser into a full-grown, greedy adult. Most players might want to avoid this item, unless they're sure they're out of Bowser's range.



Bowser Suit

Put on this get-up to begin a lucrative, if fleeting, life of crime. Once outfitted, you can hunt down your opponents to steal their coins.



Dueling Glove

Is there a particular player who needs a lesson in civility? Take that Boo Bell-ringing rival behind the woodshed for a Dueling Minigame.



Magic Lamp

It may be magic, but the reward it provides is no illusion. This little beauty takes you directly to Toad, which means it takes you directly to a star.



Mushroom

This garden-variety fungus provides a cheap and effective way to zip ahead of your opponents: Two dice blocks instead of one. Let's hope you don't roll ones.



Golden Mushroom

If a Mushroom is good, then a Golden Mushroom must be better, right? This yellow toadstool will give you three turns, moving you a potential 30 spaces.



Plunder Chest

The Plunder Chest is a kind of promissory note for another item—one held by one of your opponents. If someone has something good, take it away.



Skeleton Key

There's no reason to walk away from a locked door when you have a Skeleton Key. Open up the lock to move into more rewarding areas of the board.



Warp Box

If you're in a tough spot, you may not need to move through dangerous territory. If you have a Warp Box, you can let one of your rivals take your place.

BOARD GAMES

Each of the five boards has a distinctly different style, from the plains of the Old West to the icy expanse of deep space. Each also has its own unique trouble spots.





Set sail for a treasure island of galleons and doubloons. Whoever succeeds in plundering the most Stars will face Captain Bowser as the Superstar.

DIFFICULTY:



The Happening Spaces on the bridge will draw heavy cannon fire if any of the players lands on one, sending everyone in the area tumbling back to the very beginning of the board. Bypass the bridge if you can.



The Thwomps that block your path at various places on the board are more than happy to get out of your way, for a fee. It's good to pay and be on your way before your opponents, rates will go up for them.



When you land at the dock, the shark will take five coins then take you across the water to another dock at a different place on the board. Unlike other modes of transportation, the shark MAKES you go.



Once you get a Skeleton Key you can open up this shortcut. Getting through here will give you a big advantage, because you won't have to go across the bridge, which, as often as not, makes you restart.





Drift through the high plains, collecting rewards along the way. There may be a ghost here, but this isn't a ghost town—you've got three other rivals to beat before your showdown with Bowser.

DIFFICULTY:





If there's a train waiting for you at the station, you can pay your five coins and go for a ride. It will also push around the players ahead of you, who may or may not appreciate the speedy trip.



The Happening Spaces in Western Land automatically start the train moving, regardless of where it is on the board. It will keep moving until it reaches the next station, pushing along whoever is in the way.



A Hootenanny is a good way to prevent an opponent who is out in front from getting to a Star before you do. It's pretty expensive—20 coins—but it drags everybody back to where you're standing for the event.





In space, no one can hear you scream with delight when you get a star. You'll have to explore this space station on foot, however. It's not a zero-gravity environment, as Bowser's thunderous stomping attests.

DIFFICULTY: ★★



The Happening Spaces on this board will activate the spacecraft that travel along the paths with green lights. They can travel a long time, pushing the players in front of them a good distance across the board.



If you don't want to get pushed halfway to Mars by the speeding spacecraft, you can pay off the local fuzz to give chase. The next time you land on a Happening Space, the UFO will get pulled over.



Each time a player crosses the center of the board, a counter ticks down. When it gets all the way to zero, Bowser will fire a weapon from the top-right corner that vaporizes all the coins in its way.



As in the first Mario Party, Boo will steal an opponent's Stars for a price. This time around, he'll also steal coins, but the number he gets depends on how much of a struggle his victim puts up.



The truth is out there on the board, and one of the four exploring rivals will find it. You'll see alien technology and ancient ruins on your way to a confrontation with the mystery beast himself.

DIFFICULTY: ★★



If you land inside one of the mysterious circles, the Bob-ombs will give you a ride on their mothership for a small fee of 10 coins, then warp you to—if you're lucky—a faraway spot on the board.



It shouldn't surprise anybody that the Happening Spaces in Mystery Land will mysteriously warp you to another location on the board. The large white arrows point the direction that you'll be travelling.



A spooky stranger will be happy to put a curse on a rival for only five coins. The curse will put its victim into slow motion, preventing him or her from moving more than three spaces in the next turn.



Unless you're counting on a warp to another part of the board, you may want to invest in a Skeleton Key. Unlocking a door is the only non-warping way to move over to a different part of the board.





The rivals must venture into the Haunted Forest as wizards to face the spine-chilling challenges of Horror Land. The highest-ranking graduate from this sorcery school will match spells with the Wizard Bowser.

DIFFICULTY: ★★★



Eyeballs are supposed to move in your head, not roll down the street. This eyeball apparently doesn't understand the rules. It will warp you across the board on a diagonal path for just 10 coins.



The sun drops from the sky and darkness descends—or night turns to day—when any of the rivals lands on this Happening Space. Depending on the time of day, different things can happen on the board.



Is the sun hurting your eyes? Don't bother putting on shades. When you get to Mystery Mansion you can turn out the lights. For 10 coins, you can turn on a magic lamp that brings on the night.



If you want to get past these big Thwomps, you'll have to part with five coins—and that's only during daylight hours. The blockheads sleep like a ton of bricks at night, so you can't even pay to pass.



MINIGAME LAND

After battling your way through the board games, you can go to the tree-lined park to purchase the home versions of the minigames you've already played.





1 WOODY

Before you can play the minigames in the park, you'll have to go to this tree to buy the ones you want. All he'll give you at first are the One-vs.-Three, Two-vs.-Two and Four-Player Games, but after you play the Minigame Coaster a few times he'll offer you other games.

2 MINIGAME PARK

After you've given the tree all your coins for the minigames, you'll find them in the park, where you can play them to your heart's content. You'll select players and start just as you would in the board game, but you'll find that you can access new stages that weren't available before.

3 MINIGAME STADIUM

You can play the Battle, Trial and Duel Minigames in this tournament-like setting. The Trial Minigame board allows you to play a certain number of minigames, then a winner is determined by the highest number of coins. In Battle and Duel Minigames, you can play a set of odd-numbered matches.



4 MINIGAME COASTER

After you've bought all the One-vs.-Three, Two-vs.-Two and Four-Player Minigames, Woody will make the Minigame Coaster appear. You and another player must clear all the minigames in nine worlds to win. The difficulty setting gets more challenging as you progress to different worlds.

5 RECORDS BOTTLE

Once you've beaten all the minigames, you can challenge yourself or other players to beat your timed records. Once you've set the records, they will automatically be stored in the Records Bottle.



6 COIN BOX

After you win coins in various places in Mario Party 2, all your loot will be stored in the Coin Box. Make a visit if you want to see how many games you can afford or just to wallow in your riches.

NEW MINIGAMES

There's a wide variety of exciting new games—including the Item and Dueling Minigames—in every category to keep you and your opponents busy while you're exploring the five boards. You'll also find updates of some old favorites from the original party.



ITEM MINIGAMES

Just because you land on an Item Space, it doesn't mean you're going to get anything. You'll need to step up to one of six challenges before you'll be rewarded with a prize. If you're good enough, you can even get the specific item you want.



Roll Out the Barrels

The six barrels conceal five items you want and an annoying little pest that you don't want. Take a good look when the barrels lift up to reveal their contents, then follow the progress of the item you want. When they stop moving, take your pick.



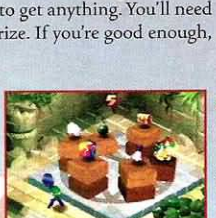
Give Me a Brake!

This Western Land Minigame is a not-so-simple matter of stopping a train. You'll get whatever is in front of the arrow when the train finally stops. Keep practicing to see how far the train goes before its breaking is complete.



Hammer Slammer

Ring the bell to win a prize. Or, we should say, ring the prize to win a prize. Bowser is waiting at the bottom of the pole to deny you your item, so don't hit the lever too hard or too soft. Raise your hammer just high enough to hit the good stuff.



Mallet-Go-Round

Valuable items are spinning on a platform. You must smash the two blocks beneath them. Baby Bowser also is on the platform, but he has only one block to hit. Time your swings to get an item before time runs out.



Coffin Congestion

It's a macabre version of the old shell game. Five of the coffins are being used as storage space for items, and the other one holds Baby Bowser. He's very much alive, despite his hiding place. Pay attention as they move and choose wisely.



Bowser Slots

You're probably used to Bowser's thievery, but this time he's come back as a one-armed bandit. The key to this game is to stop the first wheel on the item you want then match up that item on the next two wheels. Easier said than done.



BATTLE MINIGAMES

When someone lands on a Battle Space, everybody must get ready for action. Put youy money in the pot then take a stab at winning the whole thing.



Bumper Balloon Cars

The business end of your bumper car has an array of sharpened steel spikes. The back has a fragile balloon. Your opponents are similarly equipped. Try to keep moving forward by pressing Up on the Control Stick, then hit targets of opportunity.



Day at the Races

As in regular horse racing, this game requires you to put your money on a contestant then watch helplessly as it wins or loses. Don't let its appearance fool you—a ghost doesn't necessarily win out over an animated brick wall or a block with no legs.



Rakin' 'em In!

This is just your standard, everyday game of mushroom raking. Each rival operates a backhoe in an effort to maximize his or her mushroom intake. You'll want to avoid the Purple Mushrooms, which count against you. Gold Mushrooms are the best.



Bowser's Big Blast

Four players. Five switches. One detonator. The players each take a turn hitting the switches. If someone hits the detonator, the bomb goes off and that player is out. As each player leaves, the number of switches decreases by one.

RETURNING BATTLE MINIGAMES:

Grab Bag
Face Lift
Crazy Cutters
Hot Bob-omb!

DUELING MINIGAMES

Throw down a challenge to one of your rivals and engage in a duel. These two-person battles all tend to be quick and decisive, so if you have a score to settle with someone, go to the glove.



Saber Swipes

In Pirate Land, sabers are the dueling weapon of choice. Swordsmanship isn't judged on ferocity or strength, however. The keys to winning this contest of clanging steel are memory and speed. The first player to complete the button pattern wins.



Quick Draw

In the Wild West, people settle their differences with popguns at ten paces. Both players must wait at least three seconds before they turn and draw. The first draw wins. You get one more chance if you draw early, but you lose if you do it twice.



Time Bomb

You may break out in a cold sweat as you join the bomb squad for a quick and explosive challenge. The duelists have a set amount of time to defuse the bomb, but the trick is to count down on your own. One, one-thousand, two, one-thousand...



Mushroom Brew

Making soup is as simple as following a recipe in this minigame. OK, maybe it isn't so simple after all. Match the commands as they flash in front of you. Whoever comes the closest to the magic recipe will pocket some change.



Psychic Safari

This safari of the mind is actually a race for the fingers. The duelists get five seconds to hit the A and B Buttons alternately, charging up their giant mushrooms for battle. The fungus with the greatest infusion of psychic energy wins the match.



Rock, Paper, Mario

Yes, this game is a variation on Rock, Paper, Scissors. The rivals pick one of three characters: Mario, Peach or Bowser. Mario beats Bowser. Peach beats Mario. Bowser Beats Peach. Make your selection and see who wins this battle in Bowser Land.

4-PLAYER MINIGAMES

It's every rival for him or herself. Many of these games involve winning through a process of elimination, while others require a race to the finish. Stay focused on the goal and watch your back.



Lava Tile Isle

These moving tiles are the only safe places to stand in the pool of molten lava—and they really aren't all that safe. The tiles shake and move. There's also the small matter of three rivals who are looking to kick you into the volcanic goo.



Shell Shocked

The tank shells are flying fast and furious in a four-way battle for supremacy. Use the cannon barrels on the floor for cover—and hope that your opponents knock each other out before they turn on you. You can take only one hit before you're out.



Toad in a Box

Hit the spinning box as you would a dice block. If you manage to hit it when the picture of Toad is face up, you'll inch ahead in the standings. However, every time you move up, the box spins faster. You'll need some luck to get the winning hit.



Mecha Marathon

Wind up your Shy Guys then let them fly. You'll need to expend all your effort before the race begins, turning the key to power your entry. Alternately tap the A and B Buttons as fast as you can, then cross your fingers as the race unfolds.



Roll Call

There's a slew of Bob-ombs milling about in the forest, so it's time to take a head-or fuse-count. Quickly calculate the original number of Bob-ombs at the beginning of the minigame, then subtract from your total as they blow up.



Abandon Ship

Race to the top of the ship's mast before your rivals do. It's likely that some of the contestants won't make it to the end of the race. The water is rising fast, and pesky critters keep jumping up to slow you down. Focus on climbing, not coins.



Totem Pole Pound

This game is kind of like Toad in a Box in reverse. The contestants need to pound the top of the totem pole, driving it into the ground. Speed isn't the main issue here—the higher you jump, the farther you pound the pole down on each drop.

Honeycomb Havoc

A bounty of treats and coins tumbles down the tree branches into the rivals' baskets. Each player can have only one or two of the items per turn. Count carefully to make sure that you don't end up stung by bees hidden among the treasure.



Sneak 'n' Snore

The Chain Chomp at the end of the corridor is snoozing, so it's a good time for a barrel race. The barrels are for protection, not transportation. When the sleeper awakes, duck inside your barrel. Don't go too fast, or you won't duck in time.



Dizzy Dancing

All the rivals want the musical note in the center of the record album. Unfortunately, they were all standing on the record while it was spinning, so they can't walk straight. Take a moment to figure out your controls, then head for the center.



Tile Driver

The scrambled panels will create a winning picture, once you've flipped them into the right configuration. Keep checking the original picture to make sure you're working on the correct face. Once you're sure, pound as fast as you can.



Deep Sea Salvage

Coins and money bags are being thrown overboard—a bonanza for greedy submarine captains. Try to stay close to the surface, but not too close. Every once and a while, a mine gets tossed in the water instead. The blast will temporarily paralyze you.

RETURNING 4-PLAYER MINIGAMES:

Hot Rope Jump
Platform Peril
Bumper Balls
Bombs Away
Tipsy Tourney
Hexagon Heat
Skateboard Scamper
Slot Car Derby
Shy Guy Says

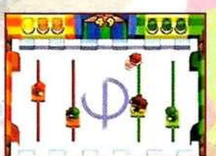
2-VS.-2 MINIGAMES

Despite your better judgment, you'll have to make a truce with a rival for these two-on-two contests. If you team up successfully, you'll share the wealth.



Sky Pilots

When you finish this minigame, your arms will be tired. One person steers, the other person flaps the wings. Flaps should be long enough to get the lift you need. The pilot should avoid the cannons and mines that slow you down.



Speed Hockey

Two teams face off on the ice, each trying to get the puck into the opponent's goal. The more times you hit the shell, the faster it moves. The team with the best combination attack should be able to score three goals for the win.



Cake Factory

Food preparation can be hard work, especially if the food is flying by on a conveyor belt. If you're grabbing the cakes, time your reach a bit before it reaches you. If you're putting down strawberries, keep tabs on when your partner snatches a cake.



Looney Lumberjacks

Two teams of lumberjacks compete to cut logs in half with crosscut saws. One team member must hit the A Button, then the other one hits the B Button. The team that gets into a steady rhythm of alternating cuts will saw its way to victory.



Torpedo Targets

As with Sky Pilots, this minigame requires good integration and communication. The sub driver should strive to get as close to the targets as possible, giving the torpedo launcher a clean shot. If you can't get close, try to keep the target in sight.



Destruction Duet

Vandalism is not a good thing, unless you're tearing down a statue of the tyrannical Bowser. Players on each team should concentrate on different types of attacks for maximum destruction. Use ground pounds, kicks and punches in combination.



Magnet Carta

Each team needs magnet-equipped cars to collect the pile of money available in this game. The cars' steering is similar to the bumper cars, so maintaining control of your car is the key to collecting coins. Try to clear a path to the treasure chest.

RETURNING 2-VS.-2 MINIGAMES:

Toad Bandstand
Bobsled Run
Handcar Havoc
Balloon Burst

1-vs.-3 MINIGAMES

A lone player must face off against the rest of the rivals in these contests, but that isn't necessarily a disadvantage. The single player is vulnerable to multiple attacks in only one of the games.



Move to the Music

One player gets to make up some dance moves, then the other three must quickly learn the combination. Try to pick a confusing combination if you're the lone player. Each dancer should try to mimic ALL the moves, so no one misses during a turn.



Shock, Drop or Roll

The barrel roll of lumberjack fame was never so treacherous. Three players need to stay on their feet, and on a metal cylinder, while another player controls the direction. Quick shifts should send everyone tumbling into the bolts of electricity.



Bob-omb Barrage

Float around the pool on a wooden raft while your rivals pelt you with cannon balls. Try to keep moving around the pool or get to an area on either side that's difficult to target. The gunners should concentrate on getting the proper flinging distance.



Lights Out

Something nasty is wandering around in the darkness. One player must try to hit the other rivals with a hammer before time expires. The lighted players should stay away from the center. The hammer-wielding player has easy access to them there.



Look Away!

This game works like a reverse version of Simon Says. Three players attempt to look a direction the lone opponent isn't looking, trying to fake out the player before the music stops. The single player gets several chances, so keep those faces moving.



Filet Relay

Relay races usually don't carry such a foul stench. One rival scampers across the ice to the finish line while the remaining three split the duties over the same distance. You must run fast to win, but slow down on the icy slopes or you'll fall down.



Archer-Rival

Three players are semimobile archery targets while the fourth tries to skewer them with arrows. The targets should spread out as thinly as they can to avoid pinning each other against the side. The archer should patiently pick one target at a time.



Quicksand Cache

You know the old saying: It's good to be the guy who controls the quicksand. Keep your rivals off balance so those tumbling coins roll your way. If you are one of the three players in the sand, try to match the direction of the swirling sand as best you can.

RETURNING 1-vs.-3 MINIGAMES:

Bowl Over **Crane Game**

UNLOCK NEW GAMES

Like any good party, Mario Party 2 has plenty of hidden surprises. After you finish all the board games and make purchases in the Minigame Park, you'll come across some fun challenges. Keep playing to discover the secrets.



BOWSER LAND





The only thing bigger than Bowser's appetite for coins is his ego. It would be unlike him just to let the rivals tear through the five board games, handing him five straight defeats. You'll need to get through the toughest board of all to claim victory.

HIDDEN MINIGAMES:

Rainbow Run **Driver's Ed**
Dungeon Dash

You won't be cleaning up the cups and plates for quite a while in this jam-packed Game Pak. Keep pushing for new records and more decisive victories over your friends, foes and family members. MP2 extends an open invitation to continued competition.


Works with
Game Boy®
& Game Boy® Color
Video Systems!
THESE ODDS ARE WITH YOU!
Abe's™ back—and he's got five new allies! He's going to need them, too, if he wants to stop the Glukkon's™ latest mad scheme! Abe™ and his loin-clothed comrades-in-arms have to fight their way through 24 towering levels and two modes of vicious gameplay! Not to mention a rampaging host of homicidal Sligs, Glukkons™, Scrabs, and Paramites! Never before has your full-color Nintendo® Game Boy® packed so much odd-inspiring wallop!
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Lead five Mudokon™ liberators!
Battle through 24 towering levels!
Play 2 modes of monstrous Mudokon™ gameplay!
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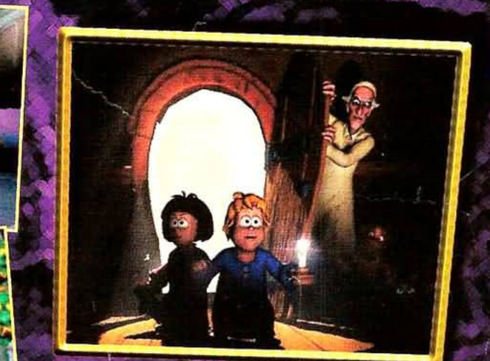
40 WINKS™

Drift off into the colorful world of children's dreams—and nightmares—with GT Interactive's 40 Winks, a whimsical adventure you might just lose sleep over.

©1999 GT Interactive

Ok you two, settle down now.

Yes, alert the HoodWinks! I want them to kidnap all the Winks and lock them up.



One night, a mother tells her restless twins, Ruff and Tumble, a bedtime story about the Winks, creatures that give children sweet dreams, and the HoodWinks, mean little creatures responsible for nightmares. That same night, Nitekap, a cranky old insomniac, his toady, Threadbear, and the HoodWinks kidnap the Winks in an effort to stop pleasant dreams forever. Now, only 40 Winks remain, and Ruff and Tumble must enter the dreamworld to save them.





Talk about a dream team! Ruff and Tumble can play together in the Cooperative Mode, where they share everything, including lives. Some switches and doors will yield to only one of them, so the twins have to work together.

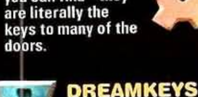
HAUNTED HIJINKS

The first dream realm is a creepy place where werewolves roam free and ghosts lurk around every corner. Watch out for the spiders that skitter across the floor—and try not to wake the monsters.

DREAM REGIME:

WINKS
Rescuing the 40 Winks is your main objective. To get them, you'll need to pick up or use every one of the other items.

COGS
Pick up all the cogs you can find—they are literally the keys to many of the doors.



DREAMKEYS
Four Dreamkeys are hidden in every level. They are collected to unlock the Boss Level.

JACK-IN-THE-BOXES
Jump in the boxes to transform into a Wizard, Ninja, Monster or Superhero, complete with special powers.

TICK TOCK MANOR: 2 WINKS

1 DREAMKEY



Enter the door to your left, follow the twisting path across the planks to the elevator and take a ride. Wait for the raft to swing around the sea of supernatural green muck, then ride the raft until you see the blue key. Jump up and grab it.

2 DREAMKEY • WINK



Defeat the HoodWinks to open the door, then hit the switch. Go back to collect the cogs in the left secret passage and the Wink in the right one. Retrace your steps to the entrance—the next Dreamkey is right in front of the 10-Cog Door.

3 DREAMKEY



Butt-bounce on the button to lock the first three trapdoors. Find the Star box and jump in to become a Wizard. Butt-bounce on the star button to lock the remaining traps. At the end of the room, collect the Dreamkey.

4



Enter the 30-Cog Door, Butt-bounce on the button to stop the furniture, then climb on the suspended furniture to pick up cogs. Be sure to pick up the cogs on the balcony, or you won't have enough to open the 40-Cog Door.

5 DREAMKEY



Run into the fireplace when the fire subsides. Bounce on the button to open up a secret passage in the room. Follow it to an elevator. Get off and walk down to an open doorway where a Dreamkey is hidden. Jump onto the bookshelf and into the picture for a surprise.

6 WINK

Go back to the first elevator then past it to a second elevator. Go through the door on the left and Butt-bounce on the button at the end of the hall. This will close the trapdoors you have yet to see. Go back out and down the hall, take a left and pick up a Wink.

WITCH WAY WOODS: 3 WINKS

1 DREAMKEY



Jump into the Jack-in-the-Box to become a Monster. Find the cliffs on the left then unlock the door by bouncing on the button. At the end of the cave is a Dreamkey. Collect it then go back to the Box and enter the water as a Monster.

2 DREAMKEY



Swim down into the underwater tunnel, avoiding the Puffer Fish. The tunnel opens up to a small pool—explore it for the second Dreamkey. Pop out of the water and get the cogs in the box as quickly as possible.

3



If you work quickly and reach this point as a Monster, you'll access a hidden area by using your Monster bulk to Butt-bounce through the ground. This area is full of goodies, so make sure you pick up everything.

4 WINK x2



Enter the open field and defeat the werewolf to unlock the first door on the right. Inside is a Wink. Enter the next door and jump into the Jack-in-the-Box to become a Ninja. Jump on the button and open the last door to find another Wink.

5 DREAMKEY x2



Enter the hole in the ground and go through the door. When you emerge into the open, turn left and find a Dreamkey. Jump into the water and follow the tunnel, where you'll find the last Dreamkey.

6 WINK





After you make it through the house by collecting cogs, defeating monsters and cutting through a fireplace, you will find the last Wink in a cage. To open the cage, you must defeat the Witch by hitting her when she's low enough, while avoiding the fireballs she throws at you.

DREAM TIP:



Sometimes you have to defeat enemies to open doors or cages, so it's a good idea to vanquish any foes that appear. In the first two realms, enemies stay defeated, so if you have to go back to an area, it will be enemy-free.

CREEPY CRAWLY CEMETERY: 2 WINKS

1 DREAMKEY



Pick up the Dreamkey behind the tree to the right of the entrance to the first cemetery. If you knock off every zombie that heads your way, cogs will appear on top of the fresh graves. Collect 10 cogs and head through the 10-Cog Door.

2 DREAMKEY



Beyond the second cemetery you will find a Jack-in-the-Box that turns you into a Monster. Walk past it and look behind the tree for the second Dreamkey, then follow the faint stone path to a warp cloud.

3 DREAMKEY



The warp leads to a circular field. Walk directly across the field and look behind the tree for the third Dreamkey. Defeat the enemies and pick up the cogs. Then go up the stairs and hit the Monster button to open the door.

4 DREAMKEY



When you walk toward the fresh graves in the next cemetery, zombies will pop up. Defeat them for cogs, then look behind the tree for the last Dreamkey. Go down the hallway and toast the ghost, then pick up every cog you can find.

5 WINK



Go all the way back and become a Monster then return to the area with the uneven ground. Butt-bounce on the round weak spot and uncover the path to plenty of cogs and the first Wink. Go through the gate and up the stairs.

6



Find the 30-Cog Door and the warp behind it. Take the elevator and move up to the next cemetery. To the left is a Ninja Jack-in-the-Box. As a Ninja, head down into the hole in the ground and ride the water to a new area.

DREAM TIP:





The Jack-in-the-Boxes don't just give you a cool costume—they also give you special powers. Be sure to pay attention to the effect the costume has on your strength, speed, jumping ability and long-range attacks.

7

Collect all the cogs in the underground tunnels and defeat all of the enemies you run into. Take the left branch of the tunnel first then handle the right branch. At the end of the right tunnel, you will find a warp. Use it.

8 WINK





Go back through the 30-Cog Door and ride up the elevator, then turn left and take the 40-Cog elevator up to a hole in the ground with a fence around it. Drop through the hole and pick up all the items, then ride the odd blocks in the middle down to another chamber. Squish all of the HoodWinks to open the cage and rescue the last Wink.

NIGHTMARE RACE

A Witch is wandering around Haunted Hijinks just waiting for you to give her a good smack. Once you have her attention, she will challenge you to a race around a spooky course.



The floating blue circles you come across in the course give you a turbo charge when you fly through them. The burst of speed is brief but very helpful, especially on the third and final lap around the course.



If you win the race against the Witch, you will get to keep any items you manage to pick up along the way. The tunnel to the right of the stone bridge makes a good shortcut, and it also has some extra goodies.

NIGHTMARE BOSS

Threadbear rides atop an altogether ooky spider and chases you around a small spiderweb-strewn clearing. You'll have to stop the spider to move on.





The icky, sticky spiderwebs will slow you down and prevent you from jumping, so stay away from them when possible. The spiders are not slowed by the webs in the least, which makes the webs that much more dangerous to be stuck on.



The small spiders should be squashed swiftly. The big spider will not attack while the little spiders are scurrying about, so don't worry about watching it. When you flatten the last little spider, the big spider will start chasing you again.



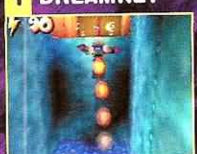
If you let the mammoth spider chase you long enough, it will tire and fall asleep. Hit the spider while it's asleep. When it jumps at you, run away as quickly as possible, then squash the small spiders that appear.

SEABOUND SHENANIGANS

This aquatic stage will have you soaked to the bone. Walking sharks and deep sea divers attack on land while swordfish strike in the sea.

SPLISH SPLASH CITY: 2 WINKS

1 DREAMKEY



Enter the 10-Cog Door. Take a left and jump into the Jack-in-the-Box to become a Superhero. Walk past the chests and use the Superhero's jet-pack (double-jump with A) to reach a ledge with the first Dreamkey.

2 DREAMKEY



Jump in the water and swim left to find the second Dreamkey. Swim around and collect items, then find the warp, which takes you to a tunnel with a Walking Shark. Past the shark is an elevator to ride.

3 WINK



Jump in the Wizard Box and transform, then hit the water. Swim over bubbles to breathe on your way to the far-right tunnel, and enter it. Swim up and into a room that houses the first Wink.

4 DREAMKEY

Ignore the elevator in the room with the Wink and jump back into the water. Enter the other underwater door. Swim around, collecting items, and watch closely. The tunnel branches off to the right, and a Dreamkey is hidden there.

5 DREAMKEY



Go back to the 30-Cog Door then take the door to the left. Walk up the spiral staircase (remember to pick up cogs) then jump into the water. Swim through several doors until you get to a Dreamkey. Swim up and jump out of the water.

6 WINK





Walk down the hall and go through the green door. Stay to the left, hit the switch, then fall through the trapdoors to the next level. Hit the switches on all the levels then use the elevators and warps to get back up to the newly open door—and the Wink behind it.

DREAM TIP:



Low on health? You can enter levels you have already visited to get more. It's possible to pick up every item except Winks and Dreamkeys more than once. Just pause the game and leave the level when you have what you need.

CRAZY CRAB CAVERNS: 2 WINKS

1 DREAMKEY



Swim around until you find an area with three doors. Take the door with no cogs on it. Follow the path until you get to a room with pillars. Swim up to a ledge and jump up to find the first Dreamkey between two pillars.

2

Go back to the room with three doors and enter the 10-Cog Door. Swim through the warp to another room with pillars. Jump up and across the pillars to the Jack-in-the-Box and turn into a Wizard to collect the cogs more easily.

3 DREAMKEY



Hit the switch to unlock the door next to it. Enter the door and follow the path to a Dreamkey. If you defeat the crab in the pool, you will unlock a secret room filled with sunken treasure. It's easier to defeat the crab as a Wizard.

4 DREAMKEY



Go through the 20-Cog Door to a steamy lava area. Jump around collecting things until you find the statue, eyes aflame, spitting fire. Across from the statue is a door. Enter and smash the chest to reveal a Dreamkey.

5 WINK



Jump across a few patches of lava until you reach the 30-Cog Door. In the room beyond the door is a Wink and a switch. Butt-bounce on the switch to activate a bridge to the 40-Cog door. Collect the Wink and anything else in the room.

6 DREAMKEY • WINK





Go across the bridge to the 40-Cog Door. In the first chest on the right is the last Dreamkey. If you have the Wizard costume on, pound on the switch. Go back out to the statue that spits fire to find a secret room open next to it. Then warp back to the beginning and enter the 40-Cog Door. Behind it is the last Wink.

DREAM TIP:



Plenty of secret rooms are hidden throughout the levels. Often, you will need to have a special costume on to access them, and some rooms will open only to either a girl or a boy. Look around carefully—one could be anywhere.

CRUSTY RUSTY WRECK: 3 WINKS

1

Avoid the swordfish and enter the sliding door to the left of the propeller. Swim up to the surface and hit the switch to stop the steam from burning you. Collect the cogs then go through the door.

2

Use your long-range attack to hit the Deep Sea Diver across the pool, then dive into the pool and collect the cogs in the tunnel. Resurface and cross to the elevator. Collect items on the next two floors of the house.

3



Take the elevator up to the third floor then jump over the trap door. Collect the cogs in the room then backtrack down to the first floor and enter the 20-Cog Door. Jump into the warp to enter the next area.

4 DREAMKEY • WINK



Go through the rooms, unlocking doors by defeating enemies. Take the elevator up and carefully jump back and forth across the ledges to collect items. The doors will open to reveal the first Dreamkey and the first Wink.

5 DREAMKEY



Go back through the level to the small pool in the floor. Swim around the rooms, collecting items, including a Dreamkey in the second room. Swim out of those rooms and around the ship to the other side and enter the ship.

6 DREAMKEY x2



Pop out of the water and go up the stairs. Explore the rooms. One of them has a Dreamkey over a hole in its floor. Take the warp to the next pool, swim down to another hole and enter. Swim through the tunnel, trying not to become oyster food, and collect the Dreamkey in the room to the right.

7

Swim to the left side of the tunnel and jump out of the water. Change into a Ninja then swim back through the tunnel. Take a left at the end of the tunnel and jump out of the water. Hit the Ninja button and go through the open door.

8 WINK x2





Hit the switch to activate a warp to the outside water. Collect 10 cogs and get back inside through the 40-Cog Door. Backtrack to the cage and save the Wink. Jump into the water and swim out of the room and all the way down the hall. Pop out of the water and look right for a 30-Cog Door with the last Wink behind it.

DREAM TIP:

The bubbles popping up out of the ground are there to give you a bit of air when you need it. You can rely on the bubbles to fill up your air, but make sure you give yourself time to swim over to the bubbles.

UNDERWATER RACE

In the Underwater Race, Threadbear's champion is a Walking Shark wearing a jetpack. The shark will challenge you to a race if you hit it as it flies by.



This race takes place partially underwater. Whenever it seems like the course has dead-ended, it's really just continuing underwater, so aim for the water and make a big splash.



Just before you head into the water for the second time in the course, look to the right for a shortcut. The Walking Shark won't take it, so don't let its path confuse you.

UNDERWATER BOSS

Threadbear can't seem to fight you on his own. This time, he has enlisted the aid of a Mechanical Crab. The little crabs that wander around the boss area are the biggest danger to you.





Make the Mechanical Crab dizzy by running around it in circles. When it stops, Butt-bounce on the crab to weaken it. Keep moving around the level, avoiding the scuttling crabs on the ground. You can crack the crabs, but they are pretty tough to catch.



ASTRAL ANTICS

Like many sci-fi movies, this dream realm comes complete with aliens big and small, robots, Moon Mice and even a Monkey Cosmonaut.

COSMIC CHEESE CAVES: 2 WINKS

1



Take the tunnel to the left and continue up the stairs to the upper level. Carefully walk along the narrow strip then jump across the two ledges to the door and enter. You don't need to collect cogs at all in this level, so don't bother.

2 DREAMKEY



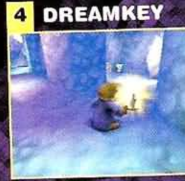
Find the Superhero Jack-in-the-Box and make a quick change, then fall through the crater in the center of the room. Pick up the Dreamkey and knock out the enemies to open the door. Use the Wizard box to change again.

3



As a Wizard, use the double jump to reach the ledge, and follow it up to an opening. Go straight through to pound the Wizard button and automatically warp to a new area. Carefully take a left at the cliff and follow the path around.

4 DREAMKEY



Activate the button, then continue to the ledge. Drop to the next ledge below and jump across to the ledge on the left. Enter the sliding doors to find a Dreamkey. Go back out and jump to the ledge on the left.

5 DREAMKEY

On the thin rock bridge, veer to the right then the left, and follow the path through four doors. A Dreamkey is floating over the narrow path, just under where another bridge passes overhead. Continue on the straight and narrow and go through the door on the left.

6 DREAMKEY • WINK x2



The second button opens the first door, which hides a Superhero box and the last Dreamkey. Backtrack down over the narrow bridges to the Superhero button, which opens a panel to a Wizard box. Change into a Wizard and go back up to the room with all the buttons. Hit the Wizard button and rescue the last two Winks.

DREAM TIP:



The red coins you see scattered throughout the levels and especially in hidden areas are Ruff and Tumble Coins. You get an extra life when you collect ten of these coins. Try not to be tempted by the hard-to-reach coins, which may cost you a life.

LUNAR MICE METEORITE: 2 WINKS

1





Pick up the two cogs in the room you begin in, then walk down the hall (taking note of the elevator on the right) and make a left to a room with conveyor belts. Find the Superhero box and change. Go to the elevator, ride up, then hit the Superhero button to start the conveyor belts.

2 DREAMKEY



Pick up cogs as you ride the conveyor belt to the top, where there is a 10-Cog Door. Enter the door and drop into the tube on the floor, which holds the first Dreamkey. Continue up the tube to the end, hop out and enter the warp.

3



Follow the Rocket closely as the doors open for it then find and enter the elevator. Make your way around and enter the 20-Cog Door when you have enough cogs. Defeat the flying robots to open a door. Follow the path to the 30-Cog Door, picking up cogs along the way. Hit the switch behind the door and follow the new path to a warp.

4 DREAMKEY



Run through the gleaming hallways, picking up cogs as you go. The hallway with the Wizard button has a Dreamkey around a corner at the end. Take the unlocked door to a room with two doors. Collect cogs, then Butt-bounce on the button to open the locked door back in the hallway.

5 DREAMKEY x2





Go through the newly opened door and Butt-bounce on the button to open the door back in the room. Enter that door and change into a Wizard. Hit the Wizard button in the hall and take the door to the moving platform. Collect the Dreamkey on the shelf then walk through the door and hang a left for the last Dreamkey.

6 WINK x2



Walk around to the elevator and take it up. Go through the halls and take the door on the left. Wind around until you find the Wink. Then backtrack and enter the wall across from the door, where the other Wink is waiting.

SNOOZY WOOZY SATELLITE: 3 WINKS

1



Jump down to the lower level and move the box to jump onto the spaceship. Slam the button and jump back down. Enter the back of the spaceship and hit the switch inside. Change into a Superhero and jet-pack up to the door.

2 DREAMKEY



Take the elevator down and work to your way to a room that contains a Dreamkey, craters, cogs and falling meteorites. You will need the Superhero's jetpack to get out of this room, so watch your time.

DREAM TIP:



In some parts of the levels, generally in places where you need special power, there are symbols floating in the air that match the symbol on the Jack-in-the-Boxes. These will extend your disguise for an additional 30 seconds.

3 WINK



Fall down to the lower level and renew your Superhero status. Ignore the button for now. Go through the 10-Cog Door and hit the switches to open the next door. In the big room with a conveyor belt, you will find a Wink.

4 WINK



Once you have collected 20 cogs, go back to the room with the button and Butt-bounce on it. Go through the door and pick up the second Wink behind a 20-Cog Gate.

5



Check into the Superhero club again and go back to the room with the convey-or belt. Jump up to the door and find the elevator. Take the elevator down and defeat the monkey, then hit the Superhero button to activate the warp in the other room.

6 DREAMKEY





Defeat the aliens to open the door. In the next area, carefully collect the cogs above the pistons with a double jump. Change into a Superhero when you find the Jack-in-the-Box and jump across the platforms to the next area. Go up the red passage and use your long range attack to ground the Monkey Cosmonaut. Jump across to the warp.

7



Follow the purple-walled path down to a door, where the path branches off to the right. Take the branch into a tall room, and look around for a Dreamkey. Make your way back to the purple area and take the path you didn't before.

8





To the right of the purple hallway is a ledge you will need to jetpack up to. Use the jetpack to work your way across the ledges then enter the door and work your way across more ledges, flying across to the cogs along the way. Go through the 40-Cog Door, change into a Ninja, then come back out and hit the Ninja button.

9 DREAMKEY



Put the robots out of commission to open the elevator. As a Ninja, jump up and grab the bar overhead and walk hand over hand to the other side. Get up on the floating platforms then ride the conveyor belt. Look up for the Dreamkey.

10 DREAMKEY • WINK

Stand at the top of the rock pile to make it descend like an elevator and take you to a secret room. Jump on one of the floating blue platforms and ride it to the next area. Near the archway is the last Dreamkey. Off of the platform, get Ninja-fied again and grab the bar. Go over the bar to a Ninja button that releases the last Wink.

SPACE RACE

Make first contact with the alien flying around Astral Antics. It will challenge you to a space race—your primitive rocket vs. the latest in hot rod flying saucers.



Aim your rocket toward this blue-and-green pipeline for a snazzy shortcut with bonus Ruff and Tumble Coins. The alien does use this shortcut on occasion, so make sure you cut corners tightly and use the blue rings for a turbo boost.

SPACE BOSS

That raggedy Threadbear attacks you from a flying saucer, but with the right moves, you'll be ready. Once you've defeated the bear, prepare for the dinosaurs, skeletons, and pirates that await you in the next three worlds as you continue your quest to save all 40 Winks. Sleep Tight.

Run over to the Superhero Jack-in-the-Box and change into your alter-ego, then use Z to shoot your little rockets at the aliens. Be sure to pick up everything the aliens drop. When the shields to Threadbear's ship are down, use the Z attack to bring Threadbear down to earth.





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THE WORMS GO MARCHING TWO BY TWO, HURRAH, HURRAH! TO BLOW APART THE EARTH FOR YOU, HURRAH, HURRAH! WITH CLUSTER BOMBS AND GUNS GALORE, THEY'LL FRAG THEIR FELLOWS OVER-BOARD AND THEY'LL ALL GO SINKING DOWN, INTO THE SOUND, ONLY TO RISE AND FIGHT AGAIN...

WORMS ARMAGEDDON

team 17 nice & juicy

EVERYONE E CONTENT RATED BY ESRB — This game received an (E) rating by the ESRB despite mild language and animated violence.

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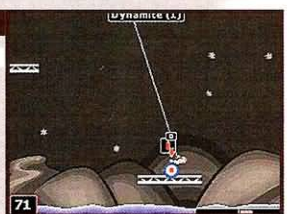


WAR OF THE WORMS

Believe this: If the early bird tried for these worms, the only thing it would get is bombarded. Team 17's smash PC hit has arrived on the N64, and you won't find a turn-based multiplayer game more addicting. And unlike many multiplayer masterpieces, Worms is fun even all by your lonesome.

TRAINING

Unless you want to end up as fishbait, you'll want to take a crash course in annelid basic training. These timed exercises will give you a chance to master the basic tools of the trade, from weapons like grenades and bazookas to tools like Ninja Ropes and girders.



QUICKSTART

After you've learned how to toss explosives around, you'll want to try your skills out on some real worms. Try a Quickstart game—this option will put you in charge of a random team of worms on a random landscape with random foes. Destroy them. Uh...in random order.



DEATHMATCH

Now you'll have to get serious. To play a game in Deathmatch Mode, you'll have to create your own personalized team of worms and send them out into the fray. The game will keep track of your victories, losses, kills and casualties as you face greater and greater odds.



MISSIONS

The missions put you in specific scenarios with difficult goals and limited weaponry. You may have to retrieve a special weapon or assassinate a captain, depending on the level. They're difficult, but every two missions or deathmatches you win will earn you a bonus.



THEM'S FIGHTIN' WORMS

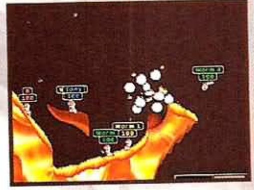
While the missions are all well and good, the true joy of Worms: Armageddon lies in its Multiplayer Mode. Up to four players—human- or CPU-controlled—can compete in an all-out worm-burning bonanza. Be careful of the computer, because its worms are almost perfect shots.

WORM VS. WORM

You'll each want to create your own team then pick a landscape in which to wage your wormy war—you can go with one of the familiar ones or randomly generate a backdrop. Then head out to the battlefield and fight to see who'll be the last worm slithering.









NEW RECRUITS

Putting together a crack team of worm assassins is not an easy task. You have to hand-pick them from the graduating classes at Annelid Academy, train them in the art of miniature weaponry and work them out until every segment is a bulging mass of muscles. No, actually, it IS an easy task.

NAME THOSE WORMS

Be extra witty when naming, because you'll soon discover that the CPU has tons of hilarious names for its worms. These worms will take you through some tough times, so name accordingly. Then again, there's nothing that says an action hero can't be named Snuggles.



THE BIG BANG

A team gets one special weapon assigned to it, and each is super-powerful and can be used only once. Each has its own attributes—choose wisely between the Holy Hand Grenade, Flamethrower, Mad Cow, Sheep Launcher, Homing Pigeon, Super Sheep and Mole Bomb.



BE REMEMBERED

You can toggle this option off, but we kind of like it. Whenever one of your worms falls in battle (provided it doesn't fall off the edge into the drink), it will leave behind a memorial to honor its passing. Take your pick among several funereal styles.



WORMS OR *LES VERS?*

One of the finest features of this game is the hilarious sound bites you'll hear as the various worms launch attacks on one another, so make sure that your worms have a voice to suit your personality. You can take your pick from several languages and dialects.



WORMS, UNITE!

Of course, you'll need a symbol for your brave band of miniature warriors, a symbol that denotes pride, a symbol that means courage, a symbol that stands for all the things these worms are fighting to protect. And that symbol will be...a penguin! Or whatever.



FINE-TUNING

If you get out in the field and become displeased with any part of your team's setup, you can always head back to the Edit Team Menu and switch things around to make some changes. The only things you can't improve from this menu are your battle skills.



WORM'S-EYE VIEWS

There are tons of ways to mix up your game play, too. In the Global Options Menu, you can alter all the little details of the game to fit your idea of the most satisfying battle scenarios. Just remember that these changes will not affect the missions, which have static conditions.

GAME OPTIONS

From fuse lengths to game types to control options to energy levels, it's all here for the tinkering. Make it so it doesn't hurt when you fall. Use any worm instead of cycling through your team. Switch it so worms can't move at all. It's your worm world!



TIME OPTIONS

It's not enough to control the worms—you get to control the very fabric of time as well. Not really, but you can pick the length of turns, how long you have to move after firing a weapon or using a tool, or even what time Sudden Death Mode will kick in.







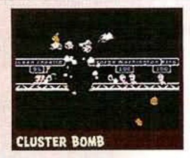
WILD, WILD WEAPONS

And now for the good stuff. This game is stuffed full of some of the most bizarre weapons you'll ever see, and mastering all of them will take you a worm's life or two. Since the game runs on an impressive physics model that involves wind and gravity, you'll have to become a ballistics expert to excel. Has anyone ever launched a sheep before?

PROJECTILES AND HANDHELD EXPLOSIVES

These are the basic weapons of the worm elite. Learn to use the wind to aim bazooka shots and predict the shrapnel patterns of cluster bombs. While mortars fire the same every time, you'll have to use a delicate trigger finger to control the propulsion of the other weapons.


BAZOOKA


CLUSTER BOMB


MORTAR


GRENADE

GUNS

While they're generally used for up-close-and-personal attacks, these can occasionally be used for long-range assaults if you have a keen eye or a laser sight. The shotguns have a wide pattern and can fire twice, while miniguns, uzis and handguns keep firing until the clip is empty.


SHOTGUN


HANDGUN


UZI


MINIGUN

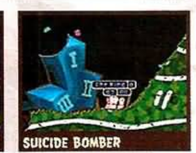
MARTIAL ARTS

You can use guns to blast worms over the side, but sometimes all you'll need is your worm's impeccably trained body. It's easy to punch through walls with the Fire Punch or simply Prod someone off a cliff. If you're low on health, sacrifice a worm with a Kamikaze or Suicide Bomber.


FIRE PUNCH


DRAGONBALL


KAMIKAZE

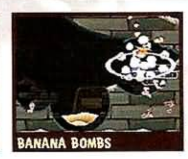

SUICIDE BOMBER

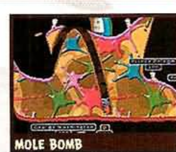
OTHER THINGS THAT GO BANG

You can wrap your segments around plenty of other experimental explosives. Plant proximity mines around enemy worms, or simply pack their pockets with sticks of dynamite. Banana Bombs bounce erratically before blowing sky high, while mole bombs tunnel deep and explode.


DYNAMITE


MINES


BANANA BOMBS


MOLE BOMB

TOOLS OF THE TRADE

It's not all about massive offensives, you know. You'll need to tunnel through rock with blowtorches and pneumatic drills, scale the heights with Ninja Ropes, and build troop transport bridges with girders. You can even teleport occasionally when your position becomes compromised.


NINJA ROPES


GIRDERS


BLOWTORCH

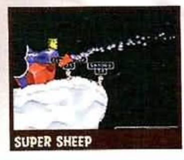


TELEPORT

AIR ATTACKS

If you're fighting in an area with no ceiling, you might get air support. You can pick your target area and radio your superiors, who will send a plane by with a payload of missiles, explosive mail, mines or moles. Homing missiles, Pigeons and Super Sheep also provide air strikes.


AIR STRIKE

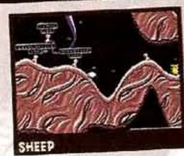

SUPER SHEEP


HOMING MISSILE

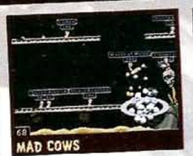

HOMING PIGEON

LIVE AMMO, LIVESTOCK

Among the more unorthodox weapons (and those that are guaranteed never to get ACLU approval) are the explosive animals. Sheep can be released or launched at an enemy, where they bounce around before blowing up. Skunks infect others, while Mad Cows explode unpredictably.


SHEEP


SKUNKS


MAD COWS


SHEEP LAUNCHER

FINISHING BLOWS

Then there are super weapons. You'll gain access to more of these the more missions and deathmatches you win, and they're worth waiting for. Most make really big bangs, although the Scales of Justice attacks by rationing all of a team's health among the remaining members.


SUPER BANANA


HOLY HAND GRENADE


MING VASE


SCALES OF JUSTICE

 GO TO WAR

Since it's almost as difficult to predict a deathmatch as it would be to predict a chess match, we'll have to leave the fighting up to you. We can point you in the right direction as far as the missions go, though. Each will proceed differently depending on your attack style, but the objectives remain the same.

PUMPKIN PROBLEMS

There are lots of snipers on this level, but all of them are positioned near mines. Get the drop on them with girders or Ninja Ropes then open up with your uzi or handgun to knock them close enough to the explosives. The mines will take care of the rest.



Once you're in sight of the weapons crate that is your goal in this mission, you should see the way down. Knock the artillery worm into the mine, which should blow a hole in the pumpkin vine. Then just use a Ninja Rope to slide down to the crate—and victory.



OPERATION MARKET GARDEN

You can start launching grenades from the get-go if you want to, but it may be smarter to use a girder to climb up and get the drop on the hapless enemy from atop the flower. Once you're up there, you can even put another girder above your head for protection.



From your vantage point, you can rain grenades or shotgun blasts on the enemy. Keep your eye out for a crate containing cluster bombs as well, because the cloud of destructive shrapnel their explosions fling can wipe out an entire cadre of enemy soldiers.



ALL QUIET IN THE LIBRARY?

There are lots of weapons in the Library, but it would behoove you to use a simple one first. Pull out your shotgun and blast the pair of grenadiers into the drink to start the festivities.



Your superiors decide to nuke the entire area about halfway through, so keep your eye on the warnings. Once the field gets contaminated, a massive earthquake will hit the region. Avoid the edge or you'll be fish food.





COOL AS ICE

The psychotic guard entrenched in the South Pole is well-fortified, and your worm has precious little health. Strap on your jetpack and fly all over the ice cap picking up every weapons crate you see. They're all useful, but the flamethrower is most important.



Once you've picked up the hot weapon from the nook near the polar bear's rump, climb onto its head and line up the guard. The flamethrower will melt a perfect path through the ice then fry the lunatic. If that doesn't finish him off, use the uzi or the handgun.



DO THE LOCOMOTION

First things first—backflip up onto the grassy ledge and use a Fire Punch to cut through the tree and knock the sniper off his perch. Chances are, a direct hit will bring his health down to zero.



Tunnel through the railroad car using your blowtorch then grab the jetpack inside the tool crate. Once you have it, it's a short air ride to the water's edge, where the experimental carpet bombs are waiting for you.





SAND IN YOUR EYE

The weapons drop will occur on the very top of the pyramid, so your first order of business is to clear it of all enemy soldiers. Using grenades, cluster bombs or mortars, relentlessly bomb the two sentries until they expire and leave the drop zone secure.



Be careful when you approach the crate, because if you leave a worm stranded near it an enemy soldier might blow up you and the precious cargo. Make sure that you can reach the crate before your turn is up—otherwise, wait until next turn to make the run.



NOT A MUSHROOM OUT THERE...

The crate you're looking for is on the far side of the huge mushrooms, and their caps are sprinkled with deadly mines. The girder packs are going to be your best friends here—use them to climb out of your spot and to traverse the explosive fungi surface.



You can use the girders toward another end as well. If you place them strategically over the enemy soldiers' heads, the foolish worms will give up their turns without attacking. It seems they won't move from their positions, so you can slip by with ease.



BIG SHOT

You'll need to do a lot of precision shooting to eliminate the enemy in this mission, but your main order of business is to secure higher ground. Head for the leaves on the upper left—there are several weapons crates up there to augment your arsenal.



This mission will go into Sudden Death after a short time, so it's imperative that you reach the high ground. Once the land mass starts sinking, it will be a waiting game and the projectile weapons of the enemy won't be able to touch you as they slowly sink.

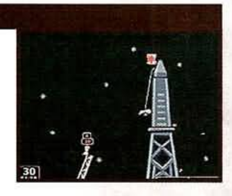


WATER SURPRISE

You're really stripped down to bare essentials in this mission. Grab the Ninja Rope in the weapons crate on the side of the tower then set up a girder to give you a height advantage. From your high aerie, use the handgun to blast the mines off the tower.

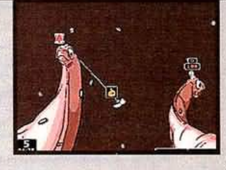


Once the path is clear to the tower's peak, fire the Ninja Rope to the peak and climb on up. The weapon of mass destruction inside the precariously perched weapons crate will sink the crazed general below sea level in no time, so set it off immediately.

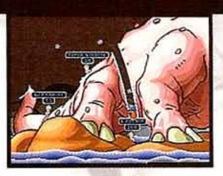


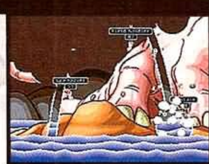
JURASSIC WORM

This one is a doozy. The captain is well entrenched, and there's no time to shoot your way through to him. Use either a Ninja Rope or a jetpack to reach the pack of mole bombs atop the dinosaur.



Send some mole bombs down the dino's back. They're extremely unpredictable, so you may need to get off a lucky shot, but let's hope one tunnels into the Captain's hiding place so you can toss down some grenades.





CHEMICAL WARFARE

Chemical Warfare is the first mission locale where you'll be faced with a completely indestructible environment. No amount of blasting will get you into the enemies' strongholds, so first use the poison fumes of several Skunks to cut their health down to nothing.



Once the soldiers are weak, you'll have to maneuver close enough to deliver attacks that will reach through walls. Use the shotgun and the Fire Punch to nail worms above you, and the Dragonball and baseball bat for any of them you can sidle up next to.



NO SUBSTITUTE

There's no grace period on this level—Sudden Death is in effect from the word go, and the water level is steadily rising. You need to get your boys to higher ground, so try to grab the girders from the top of the submarine before enemy fire destroys them.



The top of the tree is the place to be, but chances are your soldier in position up there will get blasted off before you can defend him. Use the girders to bring reinforcements up from the backside of the tree and claim the peak before the water claims you.



WHO LEFT THE FLOOD GATES OPEN?

This is another mission where time is at a premium. The water's rising, and two poor worms are trapped in the lowlands. You probably can't save both—pick one soldier and blast him an escape route.



Use girders and Ninja Ropes to get the lucky worm to high ground, then dig him in for an assault. Block the attack trajectory with a girder then use the shotgun to blast a hole in the wall and make yourself comfortable.





HOT STUFF

The enemy soldiers are extremely strong in this mission—each of the three bad guys has 300 health—so you'll have to do some serious work to do them in. Try to use your weapons with expert precision to knock them into the mines as a first wave of assault.



If you can blow up some of the oil cans near the enemy, that's great. If not, try to bunch the evil worms together and use your Holy Hand Grenade to toast them. There's also a helpful Double Damage in the tool crate hidden in a nook guarded by several mines.



TROUBLE ON MOUNT WORMORE

You need to traverse the entire ridge of Mount Wormore to reach the general, and you'll have to start by grabbing the pair of Ninja Ropes off the rock face. After that, fire your Ninja Rope from the rightmost tree—you'll get a much better angle on the slope.



The general doesn't exactly get along with the rest of his splinter group of mercenaries. While they trade shots in the trenches, pick off immediate threats as you make your way down to the base under the sign. Then take out the general wormo-a-wormo.



CHATEAU ASSASSIN

You have a team of three worms to carry out this assassination attempt, but the real work will fall on only one of their sets of shoulders. (Do worms have shoulders?) The other two are integral, though—stack them up in a worm ladder to boost the third on his way.



Once you have a worm on the rooftops, use the girders you'll find along the way to carefully circumvent the mine-festooned shingles. If you can make it safely to the other side, use the handgun to ice the major—he'll take out the general on his way down.



RESCUE AGENT DENNIS

First of all, don't get confused and start looking for Agent Dennis—your worm, whatever he is named, acts as the stranded agent. Luckily, you've stocked up with cool weapons. Use your baddest explosives to take care of the worms with safe positions.



The reason you don't want to waste your time fighting the worms up high is that a nasty earthquake will strike after a certain amount of time, tumbling all those worms into the drink. Make sure that you're in a protected spot when the rumbling starts.



HORNY NUKE

Don't ask us about the name of this mission—we just work here. In any case, you have to be lightning quick if you hope to survive this nuclear fiasco. Grab the Ninja Rope and start swinging.



Pick up as many weapons as you can as you cross to the left side. None is more important than the Indian Nuclear Test in the lower left. Grab it, then climb as high as you can and trigger it once you're comfortable.





RUMBLE IN THE FARMYARD

This mission is a surprisingly basic breath of fresh air after the complicated fights you've just come through. Be sure to stay safe and under cover as the captain periodically launches air strikes and the ground trembles with unpredictable tectonic activity.



Since there's no time limit, you can take your time infiltrating the Captain's little safety zone, but bear in mind that once you open a way in, he'll attack you with all he's got. Eliminate all other threats before going in after him so you won't be distracted.



WOODEN AMBUSH

The enemy soldiers aren't going anywhere—you've ambushed them in two separate camps in the woods, and they'll take tons of time trying to blast holes in the trees. Take this time to jetpack around picking up weapons in the treetops, watching out for the mines.



Once you're armed and dangerous, start breaking your way through the trees to open up a line of fire. They'll shoot you on sight, so once you have a clear way in, try dropping a weapon like the Mad Cows into their hideout to torch them without endangering yourself.









ONWARD, WORM SOLDIERS

There are plenty of missions ahead, but you're going to have to go on your own from here, soldier! Even crazier weapons should give you all the help you need to defeat the rising tide of segmented insurrectionists, and the more you win, the more fun features you'll unlock in the other sections of the game. Long after you finish all of the training and single-player missions, you'll be battling your buddies in this instant multiplayer classic.

NUCLEAR STRIKE 64™

First Time Ever On N64!

TOP SECRET



CONFIDENTIAL STRIKE FILES

- **Control more than 10 different attack vehicles** on ground, sea and air, including Apache Choppers, Abrams Tanks, Warthog Fighters, Harrier Jets, Hovercrafts and more!
- **Smart Battlefields**- AI reacts to player's behavior!
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POWER PRE



LAST YEAR'S 365 DAYS OF UPS AND DOWNS HAVE SHAPED THE NEW YEAR'S INS AND OUTS. IS IT THE BEGINNING OF A TREND OR IS IT THE END FOR SOME OF 1999'S BIGGEST EVENTS AND RELEASES? GET HIP TO WHAT'S HOT AND WHAT'S NOT BY SCOPING OUT OUR PROJECTIONS FOR THE YEAR 2000.



IN	OUT
GAMES SUITED FOR ESPN 2 The year 2000 gears up with motocross games and skateboarding games, like Tony Hawk's Pro Skater from Activision and a *Thrasher* magazine title from Rock Star Games.	**GAMES SUITED FOR ESPN** Another year, another baseball, basketball and football game. Expect the main difference to be that the updated versions have improved whatnot and a 2001 tacked on to their titles.
HEROES WITHOUT LEGS Limbless is "in" as proven by Rocket and Rayman, stars of two of 1999's sleeper hits. A computer-generated Rayman cartoon is even in store.	**HEROES WITH ARMS** Hyperballistic shoot-'em-ups are taking a backseat to video board games, which have become the more civilized way of settling things. As such, 2000 starts with a bash rather than a bang when Mario Party 2 shows up in January.
POKéMON: THE FIRST MOVIE	**THAT BAD TASTE NINTENDO'S FIRST MOVIE, *SUPER MARIO BROS.*, LEFT IN OUR MOUTHS**
BEST-SELLING AUTHORS WITH VIDEO GAMES With WWF wrestler Mankind's turn as an author, Tom Clancy (Rainbow Six) isn't the only pen-pusher with a hit video game under his belt.	**MEDIOCRE ACTORS WITH VIDEO GAMES** Turok and Shadow Man are scary, but Acclaim's most terrifying game to date is its Mary-Kate and Ashley Olsen title for Game Boy.
SCARY THINGS Horror and frights are in, especially after the success of *The Blair Witch Project, The Sixth Sense* and N64 thrillers like Shadow Man, Nightmare Creatures, Resident Evil 2 and two Castlevanias released in '99.	**REALLY SCARY THINGS** See above.
DYNAMIC LIGHTING A glowing example of lighting that should set the standard for realistically illuminated characters is Rare's luminary Donkey Kong 64.	**LENS FLARES** Must the sun reflect off everything in a game—especially when it's in first-person perspective, and presumably you're viewing things through the character's eyes and not a camera lens? So is that supposed to be the reflection off our retina we're seeing?
WHO WANTS TO BE A MILLIONAIRE?	**WHO WANTS TO WASTE THEIR LIFELINE?** All we know is the answer to the million-dollar question is yes, Pokémon is unbelievably hot. And that's our final answer, Regis.















99 IN REVIEW

IN THIS QUICK RUNDOWN OF LAST YEAR'S HIGHLIGHTS, POKéMON EMERGES AS THE PERENNIAL STANDOUT SENSATION. SURE, HARRY POTTER AND LA VIDA LOCA WERE THE RAGE, BUT THE POKéNOMENON PICKED UP SO MUCH STEAM IN '99 THAT EVEN *SOUTH PARK, MAD MAGAZINE* AND *SATURDAY NIGHT LIVE* COULDN'T RESIST POKING FUN AT IT.

JANUARY *FEBRUARY* *MARCH* *APRIL*

PARTY ON
In February, Mario became chairman of the "board" as Mario Party led the trend of video board games.

CRYING-TYPE POKéMON
While other Pokémon could fly, fry or scythe, Togepi just seemed to cry. A lot. In March, the 152nd Pokémon made its tearjerking debut.



KIRBY, I CHOOSE YOU!
Super Smash Bros. answered the age-old question, "Who would win in a fight—a pink puffball or an ape wearing a necktie?" In April, Kirby, DK, Pikachu, Mario and a host of other Nintendo faves first did battle against one another in an all-star fighting free-for-all.





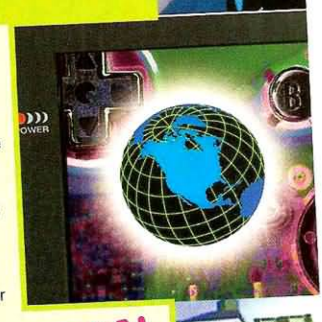
SO IT'S FINALLY HERE—THE YEAR 2000, A TIME WHEN EGGHEADS PREDICTED WE'D BE FLYING AROUND IN ROCKET CARS AND EATING FULL MEALS CONTAINED IN TINY CAPSULES. IT MAY NOT BE AS SPACEY AS ONCE THOUGHT, BUT 2000 STILL LOOKS BRIGHT. SEE WHAT SHINES BY GAZING INTO OUR FORECAST OF NINTENDO'S FUTURE.



QUESTIONS PREDICTIONS

FIRST THERE WAS GAME BOY, THEN GAME BOY POCKET, THEN GAME BOY COLOR. WHAT'S NEXT?

You'd think after so much development, Game Boy would be a Game Man by now. Instead, the portable's latest incarnation currently is referred to as Game Boy Advance. The new system will boast 32-bit memory and Internet connectivity. A gaming website compatible with the Advance should be arriving, too.



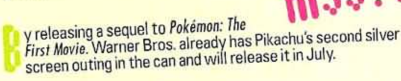
HOW CAN THE KIDS' WB! CARTOON SERIES, *POKéMON*, GET ANY BIGGER?

Other than Pokémon, much of the WB Network's success comes from its trendy teen dramas like *Felicity* and *Buffy the Vampire Slayer*. In an attempt to tap into that audience, the WB will try to fit Pokémon into its hip high-schooler mold by introducing the savvy and all-too self-aware spin-off, *Dawson's Creekachu*.



KISS?!

NO, REALLY, HOW CAN THE KIDS' WB! CARTOON SERIES, *POKéMON*, GET ANY BIGGER?



By releasing a sequel to *Pokémon: The First Movie*. Warner Bros. already has Pikachu's second silver screen outing in the can and will release it in July.

WHAT'S GOING TO ROCK THIS YEAR?

What else but Kiss, the band that rocks and rolls all night (and parties everyday)? Kiss will come alive courtesy of Rock Star Games, so expect to see the painted faces of Paul, Ace, Peter and Gene (as well as his tongue) in a Detroit Rock City Game Boy Color game.



HOW ABOUT SPORTS GAMES? WHAT SPORTS GAME IS GOING TO ROCK THIS YEAR?

If you like the brutal arcade action of Midway's NFL Blitz, you'll find the company's new hockey game to be as slick as ice. In the same vein as its football game, Midway's new hockey title will make checking as painful as Blitz made tackling.

SPEAKING OF ROCKING, HOW'S ZELDA GOING TO ROCK THIS YEAR?

In addition to Zelda Gaiden, three new Zelda titles are in the works for Game Boy. And as for "rocking," the three titles will interact with one another. (And though we ran out of room, the verb "rock" is officially on our Out list.)

MAY JUNE JULY AUGUST SEPTEMBER OCTOBER NOVEMBER DECEMBER

IN A GALAXY FAR, FAR AWAY
In May, *Star Wars*: Episode I *The Phantom Menace* stormed theaters. The prequel introduced Podracing as well as fun words like "Naboo," "Boonta" and "Meesa thinken Jar Jar Binks needen maxibig muzzle liken now now!"



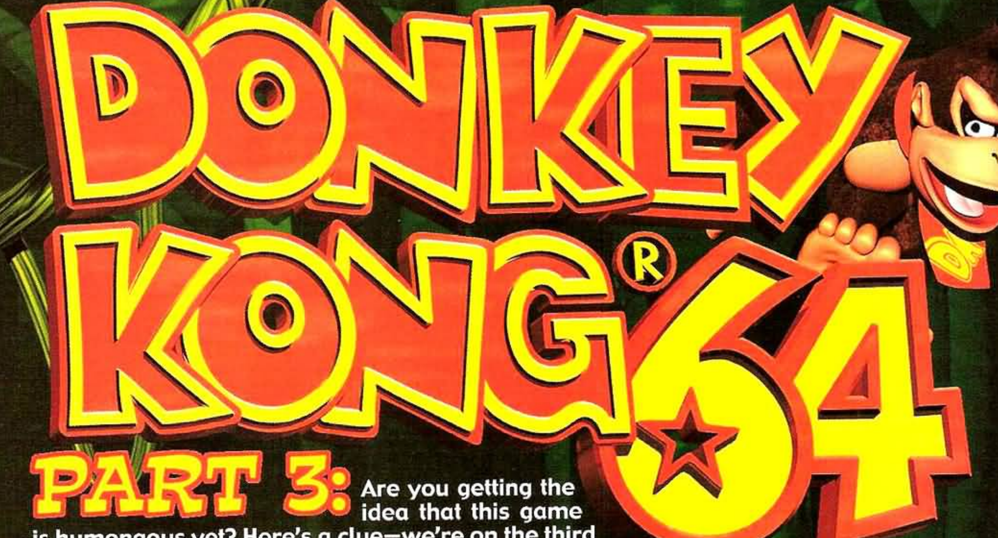
E3'S A CROWD
The annual Electronic Entertainment Expo unveiled news on Nintendo's next-next-generation console as well as glimpses at hits in the making like DK64, Perfect Dark and Resident Evil 2.



SAY "CHEESE"
In July, the Pokémon struck a pose in their very first N64 game, Pokémon Snap.

THE SOCK IS MIGHTIER THAN THE SWORD
Developers shuffled wrestling licenses. EA Sports landed the WCW, while THQ scored the WWF. Meanwhile, the WWF's Mick "Mankind" Foley penned his autobiography, *Have a Nice Day*. The book spent its October debut at number three on the *NY Times* Best-Seller List and subsequently bestowed Foley with the distinguished honor of being the only best-selling author who wields a sock.

FROM PALLET TOWN TO HOLLYWOOD
Maybe Pokémon Snap prepared Pikachu and company for the paparazzi. On November 10th, Warner Bros. released *Pokémon: The First Movie*. The film topped the box office in its record-setting opening week. That same month, Pokémon graced the cover of *Time* magazine.



PART 3:

Are you getting the idea that this game is humongous yet? Here's a clue—we're on the third installment of the Kong world tour, and we haven't even hit the halfway point of the game yet. This month we'll plumb the murky depths of Gloomy Galleon for buried fruit treasure and go mushroom climbing amid the vibrant fauna of Fungi Forest.











PROS AND KONGS

If you've gotten this far, your Kongs must be pros. By now you've rescued Diddy, Tiny, Lanky and Chunky from their Kremling captors, and you've likely learned to use each character's strengths to solve the plentiful puzzles. The coming trials will be no easier—you'll need everything you know and a bunch of new tricks to make the grade as you move closer to K. Rool's stronghold.

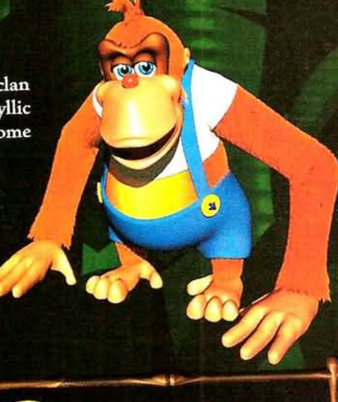




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GLOOMY GALLEON

After getting down and dirty in the greasy machinery of Frantic Factory, the Kong clan could use a refreshing dip. Unfortunately, instead of lazily paddling around an idyllic inlet with coconut smoothies in their hairy hands, the Kongs will instead have to become amateur salvage divers in an eerie underwater graveyard of sunken pirate ships.



THROUGH THE BACK DOOR

When you sprang the second lock on K. Lumsy's cage, an underwater vent opened up on the back of K. Rool's ship. Now that you've finished with Frantic Factory, take a short swim through the aquatic tunnel until you find the portal to Gloomy Galleon.





SURFACE

SURFACE

UNDERWATER

UNDERWATER

MAP KEY

ENTRANCE

TROFF 'N' SCOFF

JUNCTION POINT

BANANAPORTER

TAG BARREL

BATTLE ARENA

CHECKLISTS

To make things easier, we've put together checklists for each Kong so you can take care of all the tasks efficiently. Remember—every ape has five Golden Bananas to find in Gloomy Galleon.

■ Gray boxes represent important tasks, not Golden Bananas.



- [ ] Open the Coconut Switch door
- [ ] Visit Cranky and win the Rareware Coin
- [ ] Light the lighthouse
- [ ] Free the seal
- [ ] Race the seal
- [ ] Explore the sunken ship
- [ ] Find and return Snide's Blueprint



- [ ] Open the Peanut Switch door
- [ ] Board the ship and ascend the lighthouse
- [ ] Find and return Snide's Blueprint
- [ ] Enter the fish's mouth
- [ ] Explore the sunken ship
- [ ] Spring up the coin stacks



- [ ] Find and return Snide's Blueprint
- [ ] Open the rooms and chests as Enguarde
- [ ] Break open the treasure chest
- [ ] Pound the switch and enter the wreck
- [ ] Explore the sunken ship
- [ ] Float to the top of the coin stack



- [ ] Find and return Snide's Blueprint
- [ ] Visit the mermaid
- [ ] Pound the switch and enter the wreck
- [ ] Shrink and enter the vent
- [ ] Explore the sunken ship
- [ ] Find and return the mermaid's pearls



- [ ] Open the Pineapple Switch door
- [ ] Blast the targets
- [ ] Smash open the chests
- [ ] Enter the ship's hold
- [ ] Find and return Snide's Blueprint
- [ ] Explore the sunken ship

OPEN UP!

First things first—let's get this dank cavern aired out a little bit. Take DK, Diddy and Chunky to the doors decorated with their respective foods of choice and open fire. Afterward, all the Kongs will have all-access passes to the big areas.







BEHIND DOOR #1

Chunky's Pineapple Launcher opens the way into a small cavern with a lone Kasplat. After you raise the water level, Chunky will be able to climb onto land and pick up the cannonball. Load up the cannon and blast three targets for gold.





PUNCH IN

If you wander amid the landlocked wrecks, you'll find your way into an alcove with three treasure chests. Don't bother looking for a key—simply give each one a Primate Punch to find a Banana Fairy and a Golden Banana.





HEAD TO THE ARCADE

If your Kongs have been diligent in their banana collecting, you probably have 15 Banana Medals by now. If you do, go see Cranky, who will let you play the classic game, JetPac. At 5,000 points you'll win the Rareware Coin. Trust us, you'll need it.





UPS AND DOWNS

In the water beneath the lighthouse you'll find two switches that raise and lower the water level. You'll need to use them several times as you try to recover all of the area's goodies, so get used to them.







LET A LITTLE LIGHT SHINE DOWN

The high water level will give DK access to the lighthouse island. Slam the switch to get inside then scale the protruding platforms to reach the top. Once you get the light back on up top, a Golden Banana will appear down at the entry door.





Not only will the newly revolving beam of light atop the lighthouse improve the ambience of the spooky cove, but it'll also guide an abandoned ship into the confines of the harbor. The ship is the key to Golden Bananas for Chunky and Diddy.

SAVE THE SEAL

You'll also find a DK Pad on the land around the lighthouse's base, so climb on and blast DK into the sky. If you can nail the DK Star at the end of your barrel adventure, the seal's cage will open.



DIDDY ON DECK

It'll take either a massive leap or a brief Rocketbarrel ride to reach the deck of the ship, but it's worth it. Slam the Diddy Switch to launch a Golden Banana from the cannon to the top of the lighthouse and rocket up there for your prize.





THE BANANA DOWN BELOW

Chunky can slam through another trapdoor on the ship's deck, and if he can negotiate the cannons inside he'll find a revolving barrel tower. Primate-Punch 'em when Chunky's face appears then prepare for a woozy trip back once you nab the fruit.





LIVE BY THE SWORD(FISH)

Only Lanky can transform into Enguarde, so switch to the orangutan and enter the swordfish's box to get a little fishy perspective. Swim around smashing treasure boxes with your sharpened proboscis—one sunken chest holds a Golden Banana.



GET IN ME BELLY!

While Diddy's on top of the lighthouse, jam on the Guitar Pad to make a grate open in the other large cove, releasing a mechanical fish. Swim inside the fish's belly, then break all three valves with your Peanut Popguns to win another Golden Banana.







THE SEAL'S CHALLENGE

When you find the seal in the shipwreck cove after releasing him from the cage, he'll hook DK up with a Golden Banana. He'll also offer a challenge—beat him in a two-lap motorboat race while collecting 10 coins to win another banana.





CLEAN OUT THE VENT

Now it's Tiny time! In another inlet near the seal's area, you'll find an odd mechanical contraption on the cove floor. Shrink Tiny down to gain access to a small vent. Inside you'll play a fly-swatting game for a piece of golden fruit.





THE SUNKEN SHIP'S SECRETS

In the right-hand inlet of the shipwreck cove is a shoal with four Music Pads on it. Depending on the water level, you can take every Kong but Chunky here and open a new portal on the main sunken ship in the cove by playing their instruments.







Different challenges await in the flooded cabins. For some Kongs, getting the Golden Banana will be a simple matter of swimming up and grabbing it. Others will have to play minigames to earn the precious prize.

CHUNKY'S WAY IN

Chunky has to go a bit farther afield to open his way into the ship. In the lighthouse cove, find his Triangle Pad in a secluded nook and play a pleasant tune. When the hatch opens on the top of the ship, you'll have limited time to reach it.





TREASURE TROVE

Hovering above the waters of the shipwreck cove is a DK Star. To reach it, transform Lanky into Enguarde and then leap high out of the water. If you touch the star three times, you'll open the way into the treasure room.



CLIMB THE COINS

There's a pair of enormous coin stacks in the treasure room—one for Diddy and one for Lanky. Lanky can use the Lanky Pads to Baboon-Balloon his way to the Bonus Barrel, while Diddy will have to Simian-Spring. Beating Diddy's minigame will cause Bananaporter 4 to appear.









RETURN THOSE PEARLS, YE SCURVY...UH, OYSTERS!

After you talk to the mermaid and learn of her pilfered pearls, swim to the coin room with Tiny and shrink to enter the keyhole of the submerged treasure chest. Once inside, carefully retrieve all the pearls from the oysters then take them back to the mermaid.









THE OTHER SHIP

In one branch of the main hallway you'll find Tiny and Lanky Switches. If you stomp them with each character, doors will open on the other large ship in the shipwreck cove. The watery passages offer up a minigame for Tiny and a hidden Golden Banana that Enguarde must uncover.











THE BLUEPRINTS

Retrieving most of Snide's Blueprints is relatively easy. The Kasplat with Lanky's piece is right behind the Pineapple Switch door near the entrance, while Tiny's is on an elevated walkway near the end of the main passage. You can find Diddy's Blueprint piece by Chunky's Triangle Pad in the lighthouse cove, and Chunky's is atop the reef with the other four Kongs' Music Pads. DK's Blueprint is the toughest to get—first you must beat Diddy's minigame atop the coin stacks, then take DK through Bananaporter 4 to fight the yellow-haired Kasplat.













PUFTOSS

When Lanky squares off against the overinflated puffer fish known as Puftoss, drive the coconut craft through the DK Stars as you avoid fireballs and shock-waves. Every time you go through five stars the fish will get an electrical jolt, so keep moving and jump as a last resort.



FUNGI FOREST



OK, so Gloomy Galleon didn't turn out to be a pleasure cruise, but what did you expect? Fungi Forest isn't going to be filled with fun guys, either. The thickets of enormous mushrooms are home for all sorts of nasty creatures, and they're much scarier at night.

INCOMING APE!

You're familiar with K. Lumsy's antics by now, so you won't be surprised to see his happy dance when you deliver another Boss Key. The Kremling Shuffle blows up a rock, exposing a cannon that launches you up to the Fungi Forest entrance.



MAP KEY

ENTRANCE	BANANAPORTER
TROFF 'N' SCOFF	TAG BARREL
JUNCTION POINT	BATTLE ARENA

CHECKLISTS

Here's another handy set of checklists for your reading pleasure. Keep in mind as you're using them that it's smarter to switch characters often rather than trying to finish one checklist at a time.

Again, gray boxes are vital tasks and white boxes are Golden Bananas.



- Get the Super Simian Slam from Cranky
- Visit Funky and get the Homing Ammo
- Climb the mushroom tower
- Blast off the DK' Pad
- Find and return Snide's Blueprint
- Find the Bonus Barrel in the house
- Pull the three levers in the mill



- Fly to the top of the mushroom tower
- Find and return Snide's Blueprint
- Spring to the attic of the house
- Turn on the winch above the mill
- Play the Guitar to shatter the cage
- Race the owl



- Stomp the switch atop the mushroom tower
- Slam the five mushrooms
- Bounce off the mushrooms
- Find and return Snide's Blueprint
- Float to the roof of the mill
- Race the rabbit twice



- Stomp the switch in the mushroom tower
- Find and return Snide's Blueprint
- Shrink and enter the tree stump
- Plant the Magic Bean
- Hitch a ride to the top of the beanstalk
- Fight the giant spider



- Enter the well and ride the mine cart
- Smash the tomatoes
- Relocate the apple
- Find and return Snide's Blueprint
- Solve the picture puzzle
- Break the conveyor belt



CRANKY'S SUPER SIMIAN SLAM

Cranky has a surprise waiting for you in his Fungi Forest lab. For the price of a few Banana Bunch Coins, he'll upgrade the Kongs with the Super Simian Slam, which allows them to slam blue switches. The best part is that only one Kong has to buy it.







HOME IN ON SOME NEW AMMO

Cranky's not the only one feeling generous. Funky has an upgrade for the Kongs as well, and like Cranky, he'll hook all the Kongs up with the goods once one of them coughs up some cash. The Homing Ammo homes in on the nearest enemy when fired.







WHERE DOES THE TIME GO?

We're not sure where it goes, but we know where it stays. The clock tower in the main area of the forest controls whether it's light or dark, so when you want to bring the day to a premature end, blast up to the clock and shoot the Moon Switch.









Many tasks can be done only at night, just as many doors are open only during the day. If you can't proceed in an area, try swapping the sun and the moon and see what happens.

WISHING WELL

If Chunky's wish is to take a scary mine cart ride, then he'll get it. Slam through the well's grate and get ready for the ride of Chunky's life. Jump over fallen trees, and remember to hit any green bells you see—they control the iron gates.







Tom Clancy's

RAINBOW SIX™









IT'S YOUR ONE

SHOT

TO SAVE THE WORLD.

Rainbow Six is as close as it gets to the intensity of real-life tactical operations. You'll control an elite multi-national strike force battling international terrorism.

Rainbow Six's explosive real-world action is coupled with spine-tingling tactics to create a gaming experience you won't soon forget. Rainbow Six is so real you'll find yourself yelling "Tango down!" in your sleep for weeks.







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EVERYONE E CONTENT RATED BY ESRB

ROADSTERS™

Get ready to speed-shift to the lead in the latest road racer from Titus—or you'll end up picking gravel out of your teeth. These two-seaters prove that fast things come in small packages.



ROAD CREW

Each of these lead-footed racers came to the circuit for his or her own reasons, but they all want the same things: a pile of trophies and the hottest car available. Pick your favorite driver—and choose a new name if you like—then punch the accelerator. Somebody's going to come out on top this season. It may as well be you.

RICKY



ANGELICA



ALEX



MEI-LING



MR. SLIM



LINDA



BILLY



REYNA

© 1999 Titus

DIFFERENT SPINS

The racing is essentially the same in the different modes of Roadsters, except for in Time Trial, in which pits you against the clock. To open up all the tracks and all the cars for every mode, you'll have to race your way through the Trophy Circuit.

ROADSTER TROPHY





Start at the bottom then race your way to the top. The more you win, the more money you'll make. You'll need it to buy cars and pay entry fees as the competition gets more intense.

QUICK RACE



If it's simply the Zen of racing that attracts you to the sport—not the money or the cars—then pick a track and a car for a single race.

TIME TRIAL



The Time Trial Mode can be very helpful when you want to test out a new track or car. You won't have to worry about other cars on the track.

SHOW YOUR CLASS

Regardless of your tastes, Roadsters has a car for you—from the $15,000 Alfa Romeo Spider to the $186,000 Velocima Raptor. Of course, you can't just get the upscale model right from the start. You'll have to fatten your wallet first.

CLASS: C	COST
• Renault Spider	24,000
• Skarla SK Roadster	29,000
• Alfa Romeo Spider	23,500
• Fiat Barchetta	15,000
• Mind Star 2000R	26,000
• Equinox EX280	20,000
• Lotus Elise	28,000
• Ibella Zeeta MK3	20,000
• Lotus Seven	25,000
• Jugatsu JS4	18,500
• Ginetta G33 C	28,000
• Alfa Romeo Giulia	15,000
• Borato Millennium	28,000
• Toyota MR-Spyder	25,000

CLASS: B	COST
• TVR Chimera 500	52,000
• Wiesman Roadster MF3	55,000
• Vertige Stalion	56,000
• Exeter Hotrod	43,000
• Equinox EX320	50,000
• Okina Corsair 600	46,000
• Manta Rapier	42,000
• Mitsubishi SST Spyder	39,000
• Victory Fantasy	43,000
• Vertige Class X	56,000

CLASS: A	COST
• Vinguiatti VM8	104,000
• Flame F1	68,800
• Mind Star 600	96,000
• Arrowhead Falcon	80,000
• Victory Desire	67,000
• Arbon Nova	110,000
• Equinox Apogee 7	75,000
• Velocima Raptor	186,500
• Vinguiatti VM12	175,000
• Ford Indigo	110,000



TRICKED-OUT TWO-SEATERS

Just because you have to buy a less expensive, Class C car for your early races, you don't have to live with its standard parts forever. Take a look at your car's deficiencies, then head to the garage for an upgrade. If you have the funds available, you can easily turn your standard model into a custom, modified ride.

NEW CAR OR NEW PARTS?

After you add up the total for a new engine, suspension and whatever else you think you need, you may find that you're better off buying a new vehicle. You can always sell your current car and buy a more expensive model. Just remember that you won't get all your money back when you sell a car.

HUGGING THE ROAD

The right tires can mean the difference between winning a race and coming in eighth. You can take your chances with the standard tires that come with your car or you can purchase some higher-grade tires for specific weather conditions. The investment can pay off when you hit the curves.



ENGINES



If your speedometer is topping out at 110 mph, you won't be able to hold the lead, regardless of your skills. Put some new metal under the hood.

TURBO



If your engine type allows it, you can install a turbofan to boost your power. You may need the added airflow when you're up against Class A cars.

EXHAUST



A new racing exhaust system won't give you the same measure of power as turbocharging your engine, but it also doesn't cost as much money.

GEAR BOX



Depending on the track, you'll want to emphasize either acceleration or top speed. You'll need to upgrade your gear box for this option.

SUSPENSION



Different racing surfaces demand different types of suspension. Buy this option to adjust your shocks to soft, normal or hard.

DANGEROUS CURVES AHEAD

You'll find yourself racing on a wide range of courses—and under very different weather conditions—this season. Learn the driving strategies for each of them, or you'll find yourself floundering in the middle of the pack every time.

AREA 51

We can't confirm the presence of alien bodies at this Nevada military base, but obviously something strange is going on. Try to concentrate on the race, not the low-flying helicopters.

CAR SETUP TIPS
- Suspension: Hard
- Gear Ratios: Long
- Target Lap: 00:58:18

SANDY EDGE



There are plenty of reasons to steer clear of the sandy shoulder of the track. Maybe it will slow you down, or maybe you'll spin out of control.

TRACE THE "S"



This curve near the center of the course is deceptively difficult to negotiate at high speeds. Lay off the gas and watch the inside fence.

INSIDE TRACK



You may be tempted to try this tight turn from the outside, but you should stay inside and slow down. The outside path throws you into the wall.

ALL WET ON DRY

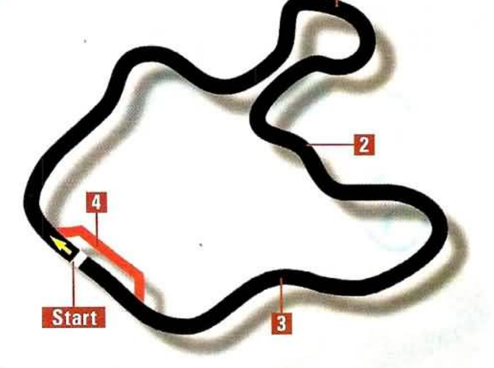


Those wet tires that serve you so well on rain-soaked roads may be your undoing inside the tunnels. Be careful not to take the turns too fast.

CHATEAU

Don't stare too hard at the nice European scenery, or you'll miss a turn on this twisting, tree-lined course. The good news is the road is in good condition. The bad news is you have to stay on it.

CAR SETUP TIPS
- Suspension: Hard
- Gear Ratios: Long
- Target Lap: 00:55:76



TIGHT SQUEEZE



If you're going to move to the front of the pack, you'll have to pass people on some sharp turns. When they slow down, zip inside to advance.

BLIND CORNER



There's a dangerous 90-degree turn just beyond a gentle slope in the middle of the course. Anticipating it means finishing better than eighth place.

TWO FOR ONE



You don't need to take one car out at a time when you're passing. If you see an opportunity to gun it past two or three cars, floor it.

HIT THE PIT



In a perfect world you wouldn't waste time in the pit, but sometimes the weather demands it. If conditions change, your car had better change, too.

OILFIELDS

This gritty patch of real estate is dominated by churning oil wells and the infrastructure supporting them. The course doesn't have many bad turns, but there are plenty of solid walls to bump into.

CAR SETUP TIPS
- Suspension: Hard
- Gear Ratios: Short
- Target Lap: 01:00:41

EARLY TURN



A race spoiler awaits you right off the bat. As you rev your engine for the start, be prepared to make a sharp right-hand turn then a left turn.

BRIDGE WORK



The bridge shouldn't give you much trouble when it isn't raining, but it provides a good passing opportunity. When it's wet, you'll slide.

TUNNEL TROUBLE



If you don't watch out for the tight turn in the tunnel, you can end up eating the wall. Try pushing some of the other cars into the wall.

TUNNEL VISION



You won't get a good look at what's coming up in the tunnel near the finish, so commit its turns to memory. Otherwise you'll waste your lead.

ROCKET BASE

The subtropical environment is home to a high-tech space center, but there's nothing high-tech about the course. The sand dunes and dirt roads there can thwart even the most sophisticated car.

CAR SETUP TIPS
- Suspension: Soft
- Gear Ratios: Long
- Target Lap: 00:55:56



CUTTING IN



The tightest turn on the track is also one of the best places to pass. Squeeze by on the inside, putting the competitor between you and the wall.

DIRTY MOVE



They haven't gotten around to paving the far side of the course, so use the loose dirt and your brakes to power-slide through the turn.

FAST AND FEARLESS



Just because your fellow racers are slowing down, that doesn't mean you should, too. Take advantage of their caution— speed past them.

FEAR IS GOOD



The hairpin turn just before the finish will finish you if you don't tap the brakes going into it. Going full speed will put you in a ditch.

SKI RESORT

There's no need to get a lift ticket. If you want to slide down the mountain at high speeds, just hop in your car, turn on the ignition and race the twisting alpine track on the Trophy Circuit.

CAR SETUP TIPS
- Suspension: Soft
- Gear Ratios: Long
- Target Lap: 01:07:71

BEFRIEND THE ICE



As with the dirt track at the Rocket Base, the snowy trail of the Ski Resort can help you through sharp turns—if you skid into them correctly.

DRIFT DRIFTING



If you get too far over to one side of the track, you'll run into piles of snow deposited at the side of the road. They will quickly slow you down.

COVERED ICE RINK



The tunnel doesn't give you a break from the slippery surface on the track. In fact, the snowy path turns to a sheet of ice after you get in the cave.

BRAKE EARLY, OFTEN



You'll find yourself relying on your brakes a lot on this course, but the 90-degree left turn on the far side requires particular caution.

TEMPLE

When Trophy organizers asked to stage a race among the ruins of an ancient civilization, the locals greeted them with open arms. Unfortunately, much of the course is unpaved and rough.

CAR SETUP TIPS
- Suspension: Hard
- Gear Ratios: Short
- Target Lap: 01:02:01



STEALTH PASSING



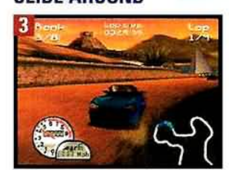
If you need to work your way back to the front, the winding "S" curves in the first half of the course should give you ample opportunity.

GET IN FRONT



It's important on this course to take the lead as early as possible, because making up distance can be tough as the race progresses.

SLIDE AROUND



When much of the course is a mixture of sand and dirt, you shouldn't be surprised to find power-sliding around corners a useful technique.

KEEP ON TRACK



Try to stay near the middle of the track as you approach the sharp turn on the far side of the course. There's a fence near the outside edge.

TUDOR VILLAGE

The placid English countryside erupts with the sound of revving engines when the Trophy circuit comes to town. The stone walls are nice to look at, but not when they're coming at you at 130 mph.

CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Long
Target Lap: 00:56:46

S-SENTIAL MANEUVER



As on other courses, the S-curve is a perfect place to bolt ahead of your competitors. They'll slow down to turn, but you don't have to.

SPEED ON BY

You should have gotten one of the faster cars or upgraded your engine by now. You'll need the extra speed to pass the competition.

EASE OFF



It's simple advice, and it works: Slow down. If you try to take these looping turns too fast you'll crash into the fence or a building.

LOOP-THE-LOOP



The criss-crossing loop in the middle of the course will make or break your performance in the race. Go slowly, but not too slowly.

DOCKLANDS

After you've unlocked the Docklands course, you can settle in for some tough seaside competition. With all the sharp turns and walls, you should try some proactive bumping. You opponents will do the same.

CAR SETUP TIPS

Suspension: Hard
Gear Ratios: Short
Target Lap: 01:01:53



WATCH THE WALLS



As you head into the various tunnels of the Docklands, try to stay on the inside wall as much as possible. The outside position is vulnerable.

BASHING HEADS



The wall-lined track gives racers ample opportunity for dirty tricks. Your opponents will send you into the wall if you give them the chance.

AIRBORNE TURN



You can catch major air before one of the sharpest turns on this course. Turn sharply as you hit the ground to skid around the corner.

TIRE TIP



This can be a tough course in the rain, especially if you're racing with your standard wet weather treads. It's worth it to buy wet-weather tires.

LUMBER MILL

You're back in the winter weather, but this terrain was carved out for commerce rather than recreation. The narrow paths that loggers carved out for hauling timber are dangerous for racing.

CAR SETUP TIPS
- Suspension: Soft
- Gear Ratios: Long
- Target Lap: 01:14:73

Start 1 2 3 4

END RUN PASS



It may be necessary to flirt with the edge of the track if you want to take the lead. Don't stay out there too long, or you'll slow down too much.

WHITE ANGLE



Right-angle turns are tough on any racing surface, but the snow presents an additional challenge. Sometimes the best plan is just to slow down.

SNOW SLIDE



By now you should be familiar with the sliding method for getting through slippery turns. The narrow track here makes it even more important.

SKI JUMP



Try to get up as much speed as you can coming off the turn on the far corner of the course. You can get major air when you hit a bump afterward.

MULTIPLAYER

The forgiving play control in Roadsters makes multiplayer possible for a wide range of people with different skill levels. With a huge inventory of cars and courses to choose from—plus variable weather conditions—you can tailor a race to any taste.

TWO-PLAYER MODE



The split screen in Two-Player Mode requires a stripped-down display, but a shared track map is there to give players the necessary guidance.

THREE-PLAYER MODE

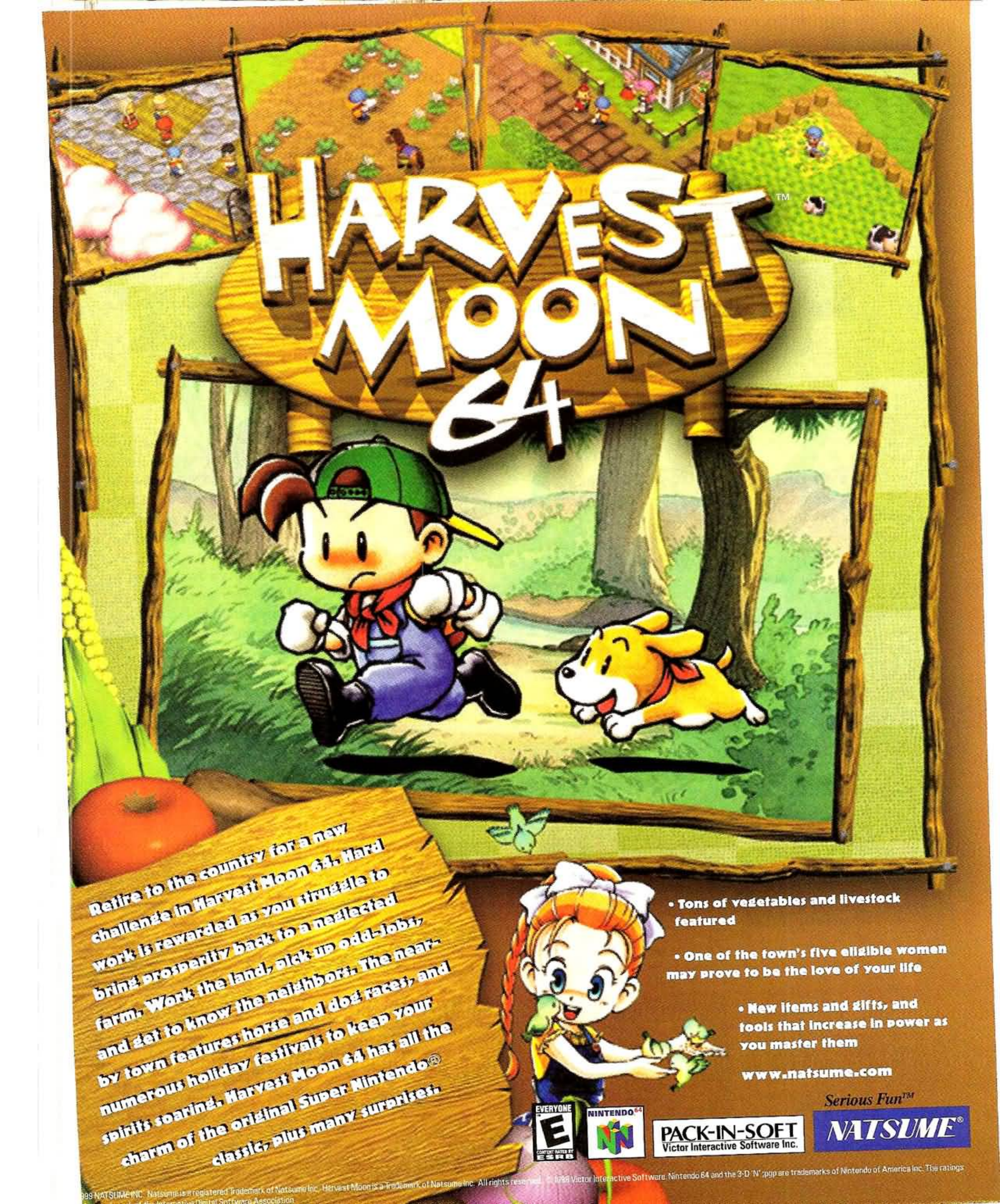


Three-Player Mode gives each player a fairly clean view of the track, and the lower-right panel allows everyone to consult the course map.

HIDDEN TRACK

Just because you've won a season and unlocked some new tracks, that's no reason to stop racing. The hottest cars are available only after you've won the second season, so if you want to jump behind the wheel of a Ford Indigo, you'll have stick with the game. If that isn't enough to entice you, there's a whole new track waiting to be unlocked.





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classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



TANX FOR THE SECRETS. YOU'RE WELCOME.

Just so you can tell that the sequel to BattleTanx is even more explosive, unforgiving and brutal than the original, 3DO has chosen a teddy bear that's seen the wrong end of a cannon as Global Assault's mascot. But just because the unfortunate stuffed toy looks like it desperately needs a good fire extinguisher doesn't mean that your Beanie Babies and Pooh Corner toys are going to need to learn to stop, drop and roll. BattleTanx: Global Assault crashes onto the scene packing an arsenal of top secret codes, and by entering them in at the Input Code screen, you'll be on your way to making the war-torn streets of the post-apocalypse a little safer for plush toys everywhere.

CODE	EFFECT
80DYS	LEVEL SELECT ON
HPPYHPPY	INVULNERABILITY ON
TRDDYBRRKS	UNLOCKS MULTIPLAYER CUSTOM 1 GANG
WRDRB	UNLOCKS SECRET LEVEL

ALL WEAPONS

Punch in RCKTSRDGLR as your code word to enable all weapons. For even more firepower, press A and B at the same time to launch a powered-up version of your current weapon.



BRANDON'S GANG

BattleTanx: Global Assault's husband and wife heroes Griffin and Madison each command a tank gang. To get their son Brandon in on the act, use NNKNHCKS as your code. The telekinetic tyke's tanks will then be available for any non-Campaign confrontation.



WINBACK COVERT OPERATIONS

HIDDEN CHARACTERS AND TRIAL MODE

Koei's techno-thriller, WinBack, is all about subterfuge, and you can uncover some of the game's most covert operations by rattling off a few button sequences. The bonus features listed below will open when you complete Story Mode, but you can unlock them instantly and automatically store them to your Controller Pak by tapping in the secret Controller sequences while viewing the Start Game screen. You must finish entering the code before the game demo begins, so enter the sequence quickly. If you've entered the code correctly, you'll hear a bang (if you're not using a Controller Pak, the bang will sound immediately after you've answered "Start game without Controller Pak anyway?").

CHEAT	CONTROLLER SEQUENCE
ALL VERSUS MODE CHARACTERS	↑, ↓, ↓, →, →, →, ←, ←, ←, ←, ▲ + START
TRIAL MODE	↑, ↓, ↓, →, →, →, ←, ←, ←, ←, ▼ + START



Use the Control Pad to activate the cheats. The last step in either sequence is to press and hold a C Button while pressing the Start Button. If you're successful, you can unlock all 28 multiplayer characters.



With Trial Mode accessed, you'll be able to play any level of WinBack: Covert Operations in the hopes of completing the area of your choice in record time and with record points.

For more top secrets, infiltrate our Code

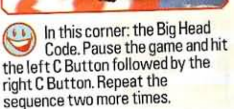


SECRETS BIGGER THAN DON KING'S HAIR

Talk about floating like a butterfly and stinging like a bee. With EA Sports' new Knockout Kings 2000 codes, your boxers can sport inflated heads and bee-stung gloves. To balloon your palooka's head, pause a match then tap left C, right C, left C, right C, left C and right C. To puff up your pugilist's gloves, pause the game and hit top C, bottom C, top C, bottom C, top C then bottom C. The bell will ding a few times if you've entered the codes correctly. If you want to reverse the swelling effects, pause the game and reenter the codes.







In this corner: the Big Head Code. Pause the game and hit the left C Button followed by the right C Button. Repeat the sequence two more times.

And in this corner: the Big Gloves Code. To weigh in with some mondo mitts, pause the game and tap top C, bottom C, top C, bottom C, top C then bottom C.

RE-VOLT

CALLING ALL CARS AND TRACKS

You'll have to earn a galaxy of stars and first-place wins and beat what seems like an eternity of trial times to unlock all of Re-Volt's cars and tracks. But like any good racing game, Acclaim's remote-control competition conceals a major shortcut. On any menu screen (with the exception of the first menu that features Start Race, Trial Times, Progress Table, etc.), tap B, A, Z, Z, B, L, A then top C (right C or bottom C will also work) for the speedy way to unlock all cars and tracks.



Once you've enabled the code, you can access the mirrored (M) and the reversed (R) versions of the courses by highlighting a track and pressing Up or Down on the Stick or Pad.





BLOCK ROCKIN' CHEATS

Whats in a name? Some special features if you dub your customized driver with the right moniker. Select Build then plug in one of the code names listed below on the Make License screen. You can use the cheats for any race except for the Circuit Race (Hover Cars and Turbo Mode also wont work in Time Races), and you can use more than one code at the same time. To enable multiple cheats, select Edit Racer then rename your driver with any additional code words.

HOVER CARS

To make like Anakin Skywalker in a floating racer, name your driver FLYSKYHGH. Select a Single or Versus Race, then blast off as your Lego Racer hovers far, far away.



NO CHASSIS

The antithesis of LEGO building block codes, the No Chassis cheat will deconstruct all cars by removing the pieces from the vehicles. To hit the open road in an open-air vehicle, name your driver NCHSSS.



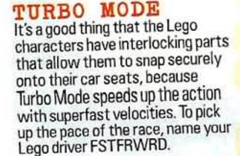
NO WHEELS

LEGO has always emphasized imagination and building, so LEGO Racers gives you the freedom to construct cars that suit your every whim. And if your whim happens to be driving a car without wheels, then retire your tires by using NWHLS as your driver's name.



TURBO MODE

It's a good thing that the Lego characters have interlocking parts that allow them to snap securely onto their car seats, because Turbo Mode speeds up the action with superfast velocities. To pick up the pace of the race, name your Lego driver FSTFRWRD.







SHOW ME THE MOMENTUM, STAMINA AND BACKROOMS

Unpredictable sports need unpredictable cheats, and WCW Mayhem takes the concept to the mat. This month, we've pinned down a few more of the game's many secrets, and you can activate them by entering the codes at the Pay-Per-View Password screen.

PASSWORD	EFFECT
CBCKRMS	SPECIAL AREA SELECT ENABLED
PRNTMMNTM	SHOW MOMENTUM METER
PRNTSTMN	SHOW STAMINA METER



Once you've enabled WCW Mayhem's Special Area Select feature, begin a Main Event bout. Select Match Rules from the Main Event menu then choose the Secret Area you'd like to wrestle in.

To enter the Secret Area you've handpicked, leave the ring and head down the runway. When your rival follows, head for the doorway to "take it outside" and battle in backrooms like the bathroom.



QUIET—YOU'LL SCARE THE FISH!

"Madcap" and "zany" aren't the first words you'd choose to describe a fishing sim, but they don't have to be the last words you'd choose either. By entering SILLYSOUND as a cheat code, you'll replace all of the serene sounds of the outdoors with the boinks and sproings from Saturday morning cartoons.



Sure, audio is hard to convey through pictures, but believe us—this shot of a guy sitting around in a boat is pretty wacky with the new sound effects.

KLAX

KLAX TO THE MAX

If you need to relax from Klax, head to the Password screen and enter any of the codes detailed below. By activating the codes for Midway's Game Boy Color puzzle game, you can play bonus challenges that are completely different from—but just as absorbing as—Klax itself.

FÜRD HERDER

Enter in the green blockhead, green blockhead, blue square and green blockhead as your password to unlock a Minesweeper game. The one problem with Klax's version is that the game doesn't tell you when you've won, so stop herding those Fürds (?) as soon as only 36 spaces are left.



SNAKE

Punch in the red circle, gray diamond, blue square and green blockhead as your password to slink into the Snake minigame. As you slither across the playing field, gobble the apples while avoiding crashing into the edges of the screen and coiling into your own tail.



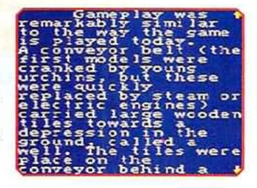
KLAX STORY

To read about the history and early beginnings of Klax, use the yellow alien, blue pillar, blue pillar and green blockhead for a password. The text that you'll unlock will shed some light on the development and inspiration behind the classic Atari game.



KLAX MYTH

Did you know that during World War II, FDR banned Klax? No? Well, neither did Roosevelt. But according to Klax's bogus background story, it actually happened. To read more on the revisionist history of Klax, select the blue square, blue pillar, gray diamond and green blockhead.



KLAX CREDITS

After messing around with all of the above extras, you surely will want to know who's responsible for them. To see the credits where credit is due, roll the name roster courtesy of the blue pillar, yellow alien, gray diamond and gray diamond.



 Your secret's safe with us. Send your codes to

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER



SECRET CODE SHRINKS PAPERBOY! READ ALL ABOUT IT!

Extra! Extra! We've got the breaking news on a special delivery of codes for Midway's N64 update of Paperboy, and we're posting all that's fit to print. Before they become yesterday's headline, pedal over to the Options Menu, select Secret Codes, then pick New Code to begin inputting the following 15 codes on the game's Type-o-Matic. Once you've entered a code, you can switch it on and off by highlighting it and then pressing the A Button.

PASSWORD	EFFECT
ALLJUMP	UNLIMITED SPRING POWER
BACKWARD	THROW PAPERS TO THE REAR
GOFAST	UNLIMITED ROCKET POWER
INVINC	UNLIMITED HEALTH
LITTLE	TINY CHARACTER
RUSH	FASTER CLOCK AND ACTION
SIDES	THROW PAPERS TO THE SIDE
WAKING	SLOW MOTION MODE

BIG NEWSPAPERS

The mammoth newspapers delivered by the SUNDAY code probably aren't the easiest things to thumb through, but at least the posts with the most reduce your need for precision aiming. And that's big news.



FRAME BY FRAME

To play the game one frame at a time, type in UNTIMED then tap the right C Button as you play. If you press and hold right C, you'll pause the scene. By using the Control Pad while things are on hold, you can rotate the camera and zoom in on the action.



FULL FRONTAL DELIVERY

Like the BACKWARD and SIDES codes, FRONTS determines where you toss your newspapers. You can enable only one of the three codes at a time, and FRONTS is probably the most challenging trajectory since it forces you to ride straight toward your targets.



MAGOO MODE

By prescribing the myopic MAGOO code, you'll be able to see like Mr. Magoo sees as objects come into focus only when they're close. The near-sighted mode displays only nearby scenery while upcoming terrain will pop up only after you've pedaled up close to it.



SCREAM MODE

Type in SCREAM to lend everything in the game a voice. And what a voice it'll be—anything that you hit will scream like there's no tomorrow. As if garden gnomes weren't creepy enough...now they'll let out deafening shrieks that will put the Blair Witch kids to shame!



UNLIMITED NEWSPAPERS

It looks like someone forgot to stop the presses, because now you can have an infinite supply of newspapers. Once you've entered NOBUNDLE, rapidly tap the Z Button to spew out a constant stream of papers.



HEADLINES

How's bigfoot doing? Who won the ugly contest? What mauled the paperboy this time around? For the answers, you can read all about them by using the HEADLINE code that displays all of the game's headlines as soon as you begin a game.



ZERO GRAVITY

For more hang time when you perform jumps on your bike, type in MOON to reduce the gravity. With the code activated, a tap of the bottom C Button will send your two-wheeler floating above the rooftops at a slow enough rate that you can squeeze in plenty of stunts.



SEND YOUR TIPS TO:
NINTENDO POWER
CLASSIFIED
P.O. BOX 97033
REDMOND, WA
98073-9733

classified@nintendo.com or to the snail mail address above.





PlayStation
NINTENDO 64
GAME BOY COLOR
EVERYONE E CONTENT RATED BY ESRB

I've got more points than a porcupine sandwich. My game is like a pair of parachute pants. It makes

I've seen more threes than two and four.

You look bad. I cover more court than Doug Llewelyn. My game has more levels than a downtown parking garage.

NEW YORK 23

I'm like a hollywood agent. I represent a lot of talent.



EXPLOSIVE NEW DUNKS







QUICKER FIRST STEPS



"IN THE ZONE" HOT STREAKS

EVERYONE
E
CONTENT RATED BY ESRB

EA SPORTS™

SUPERCROSS 2000

Welcome to Supercross, one of the few sports where Nothing means something and being in a rut isn't necessarily a bad thing. EA Sports, the official sponsor of the Supercross 2000 series, has found a way to turn you into a high-flying motorcycle freak without making you eat dirt.



Here's a news flash: It hurts when you pull a Banzai off the triple-jump, catch your toe on the front brake, nose-dive into a tire rut and slide into a berm. EA Sports has made sure that you don't need to actually feel that pain while experiencing the thrills of Supercross. Armed with multiplayer racing, picture-in-picture highlights and an Expansion-Pak-enhanced high-res mode, the first N64 Supercross game is bound to impress.

SERIOUS REPLAY VALUE





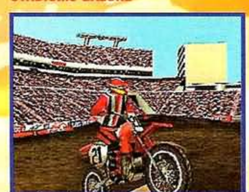
Whether it's an epic race or a three-minute freestyle stunt session, you can sit back, ice your bruises and watch your greatest hits from any angle with an advanced replay mode that gives you full reign over the space-time continuum.

PROGRESSIVE TRACK RUTTING



As you race over and over the same stretch of dirt, the path develops a rut just like in real Supercross.

STADIUMS GALORE



You can start on five exhibition tracks, but there are also 16 pro tracks straight from the Supercross 2000 tour.

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•come ride with me•

It's easy just to pick up this game, max out your throttle and start spraying dirt every which way but loose. Of course, that's a far cry from pulling a Cordova as you fly across the finish line in first place, so try out all the modes before racing.

SEASON'S GREETINGS



Pick your rider and sign on for a Season of point chasing. You'll head to one of 16 professional courses every weekend from January to April, culminating in the final race in Las Vegas in May.

FREERIDIN'



Freestyle Mode lets you express your motorcycle skills a little more creatively. You'll have a set amount of time on one of three stunt tracks to pull as many impressive airs as possible.

QUICK 'N' DIRTY



If you have only a little spare time, you can do just a Quick Race or a Quick Freestyle, which pops you onto a random track for some uncomplicated fun. There's also a Practice Mode for newbies.

•supercross superstars•

Your favorite stars from the circuit are here in rendered glory, and since EA Sports did such a fine job of independently modeling the rider and the bike, you can imagine it's really them doing a Super Fender Grab into a sponsor sign.

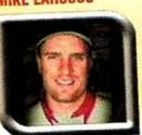
MIKE METZGER



DOUG HENRY



MIKE LAROCCO



MICKAEL PICHON



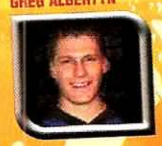
JOHN DOWD



LARRY WARD



GREG ALBERTYN



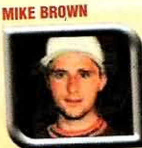
JIMMY BUTTON



JEFF EMIG



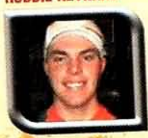
MIKE BROWN



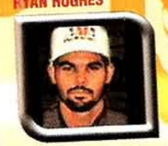
KEVIN WINDHAM



ROBBIE REYNARD



RYAN HUGHES



MIKE CRAIG



TIM FERRY



JEAN-SEBASTIEN ROY





STEVE LAMSON



HEATH VOSS



DAMON HUFFMAN



LANCE SMAIL



PHIL LAWRENCE



SEBASTIEN TORTELLI



BRIAN DEEGAN



PEDRO GONZALEZ



•own the competition•

Huge airs delight the crowd, but the truth of Supercross is that many races are won in the trenches. Managing the ruts, rocketing off berms and giving other racers not-so-friendly nudges are but a few of the skills you'll need if you want to win.

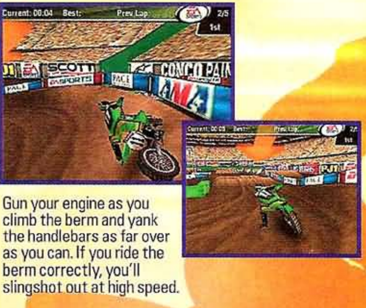
Houston, TX

The Astrodome in Houston is a rootin', tootin' place for a race, and its compact design makes for cramped quarters. Modify your bike so you have strong traction, loose shocks and good acceleration to aid you in the savage turns and short straights.





THE BERM SLINGSHOT



Gun your engine as you climb the berm and yank the handlebars as far over as you can. If you ride the berm correctly, you'll slingshot out at high speed.

RIDE THEM BUMPS—YEE HAW!



When you hit flat sections marred by lots of miniscule humps of earth, pull back on the handlebars and ride a wheelie. Without the front wheel digging into the bumps, you'll maintain a higher speed.

GET OUT OF THAT RUT?



Depending on where they are, ruts can be good or bad. Sometimes they'll keep you going in the right direction but they can also make the lips of jumps unpredictable.

IT'S YOUR TURN





Supercross is all about switchbacks and other tight turns, and you have to attack them to win. Get off the gas, yank on the handlebars and go full throttle as you clear the corner.

WHEN YOU'RE GOOD, YOU'RE GOOD





If you have a huge lead or are about to jump across the finish line for victory, why not showboat a little bit? Go ahead, bust out that massive Superman air and revel in the roar of the crowd.

Daytona Beach, FL

You'll get a look at a different style of track when the tour stops at Florida Stadium in Daytona Beach. Long straightaways make high top speed and slick traction a must, while the tons of bumps require stronger shocks.



BIKE SETUP

Traction

Slick — Rough

Gearing

Accel. — Top Speed

Shocks

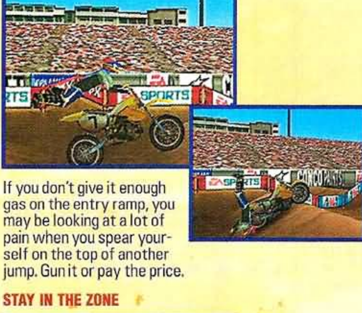
Soft — Stiff

TURN AND BURN



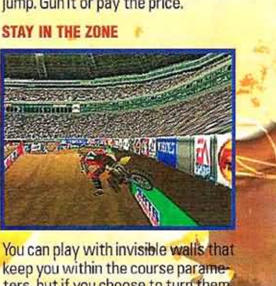
This isn't recommended for real riders who have to deal with immutable laws of physics, but there's nothing stopping you from turning in the air and landing the bike sideways to take an imminent turn.

DON'T COME UP SHORT



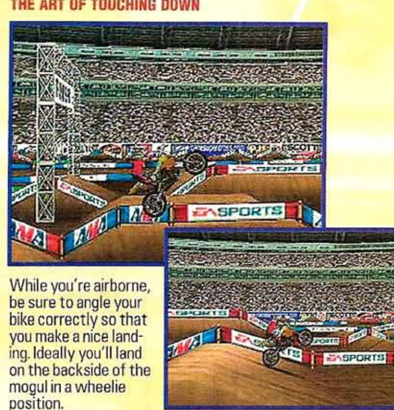
If you don't give it enough gas on the entry ramp, you may be looking at a lot of pain when you spear yourself on the top of another jump. Gun it or pay the price.

STAY IN THE ZONE



You can play with invisible walls that keep you within the course parameters, but if you choose to turn them off, make sure that you stay in line or you'll have to backtrack.

THE ART OF TOUCHING DOWN



While you're airborne, be sure to angle your bike correctly so that you make a nice landing. Ideally you'll land on the backside of the mogul in a wheelie position.

DIRTY TRICKS



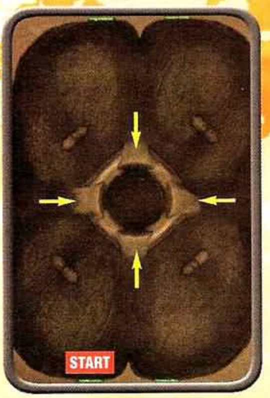
You won't make many friends on the tour by spearing other riders in the air or sliding into them at top speed as they're turning, but hey, this is a business. If you want to be the champ, you may have to resort to less than savory tactics.

•freaky styley•

The freestyle competition is a whole different story. No other racers, no winding courses—just you and your bike against a time limit and gravity. You'll have to rip up a stunt course with all your best airs to rope in enough points to win.

Tampa, FL

There are three different stunt courses to ride, but they're similar in that all three are compact with big jumps in the center and berms around the perimeter for quick turns.



TRICKS

- Superman
- Nac Nac
- No Footer
- No Hander
- Heel Clicker
- Side Heel Click
- Front Fender Grab
- Rear Fender Grab
- Saran Wrap
- Cliffhanger
- Pancake Whip
- Can Can
- Vert. Fender Grab
- Cordova
- Fender Grab Super
- Nothing

FENDER GRAB SUPER






To do this trick, press and hold the bottom C Button as you go airborne, then tilt the Control Stick Up and rotate it 180 degrees counterclockwise.

SUPERMAN



You can perform all tricks by holding bottom C as you lift off and pressing directionals. To do a Superman, tilt the Control Stick Left and rotate it counterclockwise in a half-moon.

VERT. FENDER GRAB



You know the drill—hold down that bottom C Button as you hit the jump lip. Then, while airborne, tilt the Control Stick Down then Up as fast as you can to grab the front fender.

NAC NAC



One of the staples of big air connoisseurs, the Nac Nac is a fairly simple trick to pull off. Press and hold bottom C and then simply tilt the Control Stick to the Left.

PANCAKE WHIP



The Pancake Whip is simple as well—press and hold bottom C and tilt the Control Stick to the Right—so try linking it with another trick while in the air for mad points.

•bring your friends•

Racing for points is all well and good, but eventually you may get sick of bragging to the CPU. At this point, it's time to grab a friend and take 'em to task with your crazy talent.

PICK A WINNER



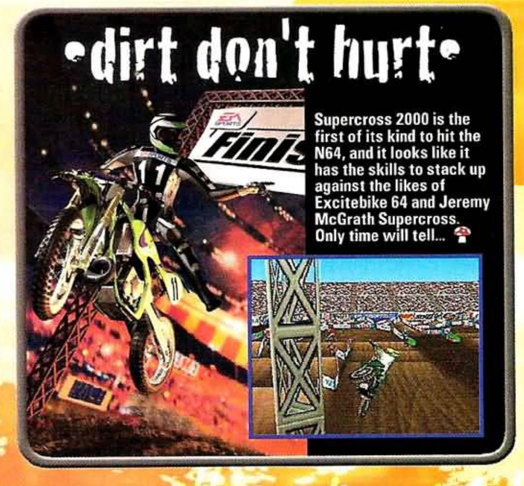
Pick your favorite riders and get out on the tracks! Two riders going big off the same freestyle ramps make for some awesome cinematics, so be sure to catch the replay.

FULL THROTTLE



There won't be a full host of riders competing with you and your buddy, but trust us, there will be barely enough room for the two of you. Remember, mercy will get you nowhere.

•dirt don't hurt•



Supercross 2000 is the first of its kind to hit the N64, and it looks like it has the skills to stack up against the likes of Excitebike 64 and Jeremy McGrath Supercross. Only time will tell...

Metzger • Henry • Dowd • Ward • Albertyn • Button • Emig • Windham

EARTHWORM JIM™ 3D

Glad to hear you're Unwell













BASSMASTERS 2000™

With the Bass Anglers Sportsman Society's license in tow, THQ's Bassmasters 2000 takes the fish out of the water and puts them into the n64.

ANGLERS AWAY!

Ah, the elusive bass. Catching a mess of these critters takes the right equipment, a bunch of specialized knowledge and plenty of free time—or a Bassmasters 2000 game for the N64. Never before has it been so convenient to reel 'em in like the pros. You can even challenge the pros in tournament play. We're reminded of that old saying—give a man a fish, and he will eat for one day. Teach a man to fish, and he will eat for a lifetime. Give a man Bassmasters 2000 and teach him how to play, and he will have pizza delivered until he wins the BASS Masters Classic.







Two players can go head to head in most of the modes, except for Tournament, which is one player only. Players must play as equals—difficulty levels, lake conditions and boats are exactly the same for each player.

EVERYONE E CONTENT RATED BY ESRB

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Fishing for Compliments

Bassmasters 2000 has plenty of modes to lure you in. Try the Exhibition Mode if you want to dive right into a quick day of fishing. Tournament Mode is a long haul to the big leagues of fishing. Speed Fishing puts an emphasis on hooking fish quickly, and the Casting Game is an easy way to improve your casting accuracy. You can play every mode except the Casting Game as a Beginner, an Amateur, a Rookie or a Professional.

Exhibition

This quick-start mode gives you plenty of options for outfitting your boat and your rod. You can also choose the season, the lake and the water condition.



Customize



Nearly everything is completely customizable in Exhibition Mode. Choose the lake you want, then decide on the weather. Every day can be perfect for fishing, if you wish.

Equipment



This is your chance to pick the best equipment for your fishing trip. Upgrade your boat and its motor, the trolling motor and the fish finder, then catch a heap of bass.

Tournament

Six three-day tournaments stand between you and the BASS Masters Classic. The first two are pressure-free, but you have to place well in the last four to make the Classic.



Ranking



The Stats screen shows your progress through the tournaments, your victories and your winnings. Your biggest fish and average catch are also shown.

Awards



New lures, better motors and a top-of-the-line boat are yours when you win or do well in a tournament. The improved equipment will help in the next tourney.

Speed Fishing

You have three minutes to catch any fish, and your time is extended one second for every ounce of fish you catch. You win by fishing longer than anyone else.



Change Lures



Use a topwater lure if the fish are shallow, and use a worm if the fish are deeper. Don't take too much time deciding, though—the clock is ticking.

Reel Fast



Reel in the fish as fast as possible when speed fishing using the B Button. Use the fastest lures and presentation methods, too. Time is not on your side.

Casting Game

Improve your casting accuracy with this game. Aim for the center of each hoop to make it disappear. Try to clear as many as possible within the time limit.



Early Release



If you realize that your aim is a little off, immediately let go of the Control Stick to stop the casting process. The longer the cast, the longer it takes to return to you.

Time Extended

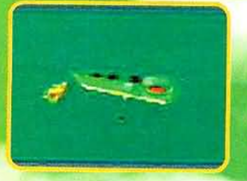


If you make all of the hoops disappear in the first round, you will earn 5,000 points and more time. Time is extended also at 10,000 and 15,000 points.

Hook, Line and Sinker

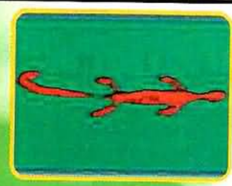
It's possible to go bass fishing with a stick, some string and a can of worms, but who would want to do that? The gear is half of the fun—big old bass boats, fancy rods and reels and a whole tackle box full of spinnerbaits, jigs and spoons. Each piece of equipment has its own specialized function, and nothing is more specialized than the lures. Some float, others dive. Many are meant to look like real fish food, while others are unnaturally bright and noisy.

Lures



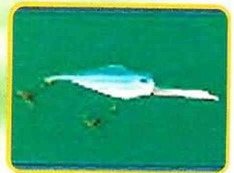
Topwater

This type of lure floats and can be popped along the surface of the water, creating an eye-catching splash. Topwater lures are best used when fish are close to the surface, which is likely on an overcast day, in the rain, or in the afternoon.



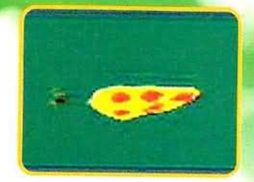
Plastic

The most versatile type of lure, plastic is often shaped like the bass's actual chow—worms, lizards and crawfish. Naturally colored, smaller plastics work best in clear water, while brighter, larger plastics work in stained, muddy or deeper water.



Crankbait

Crankbait stays close to the surface of the water after it is cast but dives when reeled in. Some crankbaits will go deep, but most stay in relatively shallow water. They can be tricky lures and are most effective at medium depths and in cold water.



Spoon

When fishing in heavy vegetation, matted up grass and similar conditions, a spoon is a good bet, since none of its parts will get tangled up in the plants. Flip a spoon right into the vegetation then pull it through without fear of entanglement.



Spinnerbait

Fast, noisy and able to cover a lot of water quickly, Spinnerbait is a good choice when testing the waters. Small, dark spinnerbaits work best in clear, sunny conditions, while the bigger, gaudier spinnerbaits work well in the mud.

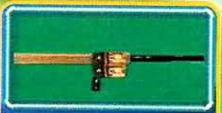


Jig

This fair-weather bait is perfect for sunny days and clear water. Jigs are neither flashy nor fast, and they don't make any noise, which make them the bait of choice when subtlety is paramount on those hard-to-fish, bright, sunny days.

Rods & Reels

When you select a rod, a reel comes with it, and they vary in length and accuracy of casting. Line choice is based on weight—lighter line lets lures dive deeper but also breaks more easily than heavier line. Heavier line won't snap as often but can spook the fish. Experiment with different combinations until you find one that works for you.



Quantum SpinCast1
Medium
Berkley 12lb

Boats

Choose your boat and its equipment wisely. There aren't many choices at first, so go with an R Series boat for the best handling, the most powerful boat motor, the best thrust-producing trolling motor, and the most advanced fish finder. The Tournament and Exhibition Modes are both timed, so every advantage counts.



Ranger Sport R93
Mercury 125
MotorGuide Powerplus

Retrieving

Steady



Many situations dictate a steady retrieval. In clear water and on sunny days, a calm, even retrieval is a good idea. For a quick survey of the water, a steady retrieval also works well.

Erratic



Jerking the line from side to side will create movement as you reel in a lure. An erratic retrieval coupled with a loud spinnerbait or topwater lure works well in muddy or overcast conditions.

Hopping

Pull back sharply on the line to hop a topwater lure along the surface or to pop a plastic or jig along the bottom of a lake. The motion may attract bass that normally wouldn't strike.

Lake Superiority

The three available fishin' holes are quite different from each other and require some varied strategies. You should consider the weather and water conditions, season and time of day when determining your strategy for the day's fishing.



Old Hickory Lake



Early Morning

In the morning at Old Hickory, stick to the north shore and the shallow water. The game thoughtfully starts you off very close to a particularly hot spot—if you slowly pull up just a bit, plenty of fish should be waiting for you.



Midmorning

The north shore and vicinity are good places to stick around all morning. Stay in the shallows in the a.m., and remember that water over hard or rocky ground is an Old Hickory bass favorite. Any of the tiny inlets might yield some good fishin', so check them out.



Afternoon

Docks, poles, clusters of rocks, sharp drops in depth and similar areas within a lake are referred to as structure. Bass tend to gravitate toward these areas, as they provide cover and often hold plenty of fish food, especially in the afternoon.

Lake Okeechobee



Early Morning

The shallows warm up first in the morning, drawing fish to those waters. Most of the shore is quite shallow, and the area around the small islands is shallow as well. The south shore is a good place to start out in the morning.



Midmorning

The three small islands provide the bass with everything they like in the midmorning: structure, cover, vegetation and shallow water. Over on the north side of the lake, directly opposite those islands, you may also find a good place to drop your line.



Afternoon

Fishing Lake Okeechobee in the afternoon is no different from other times of day—you'll rarely see a bass on its own. Even if the fish finder indicates only one fish, chances are that once you find the first fish, you will spot several more in the same general area.

Lake Shasta



Early Morning

Shasta has a shallow shoreline, but most of the lake is quite deep. Most of the northern recesses are good places to start in the morning, although they are a long drive from the dock. The northeast side of the lake, with its muddy shallows, is a good bet.



Midmorning

Seek out the shallow areas with obvious structure as you fish Lake Shasta in the morning—some of the best structure is found up north. Bass will also hide just beyond the shallows, where a steep drop-off divides the deep water from the shallow.



Afternoon

Shasta is a tough lake to fish, and you might have to cruise around with the fish finder on, searching for bass. Stop as soon as you hear the first ping or spot a sign of a fish. Pay attention to the depth readings and choose your lures wisely.

LEARNING THE BASS-ICS

No matter which lake you are fishing, these essential strategies will help you land the big one. Or at the very least, a creel full of small ones. Practice all of the basics as a Beginner until you have them down cold. As your skill improves, try the higher levels, which have pickier, stronger bass that take more time—and talent—to reel in.

USE THE MAP



Use the Z Button to bring up the Select Screen and choose Map to navigate the lake more easily. Set the red marker in the right place then press the A Button. The map will tell you how long it takes to get there and will ask for confirmation before moving your boat.

SET THE HOOK



When a bass strikes at your lure, be sure to push Down on the Control Stick to set the hook. Otherwise, the fish just might be the one that got away. Conversely, when a trout or sunfish strikes on your line, don't set the hook. It should go away.

TROLL ON IN



Bass have a very delicate constitution and spook easily. When you're moving into an area that has a school of bass, use the trolling motor to get closer to the fish. Don't barrel in using your boat's main motor—the noise might scare the fish away.

TENSION IS A DRAG



When reeling in a fish, pay attention to the tension meter—too much tension will snap the line. Reduce the drag on your line with the R Button and use the R and Z Buttons together to increase the drag. More drag will tire out a fish faster but might also snap the line.

CUT THE LINE

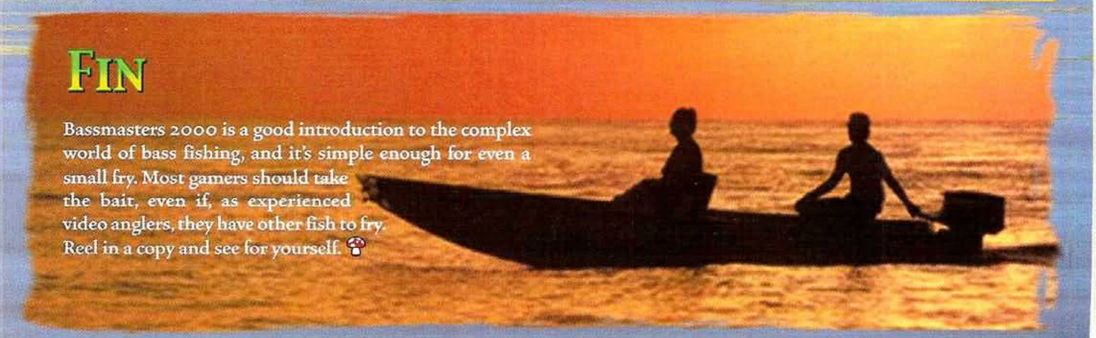


It will take a while to recognize the different types of bass lurking within the lakes. You will want to cut the line with the L Button when a non-bass takes your line and you accidentally set it. Reeling in the wrong fish won't count and wastes too much fishing time.

USE THE UNDERWATER CAMERA



The Lure Cam is an underwater view of your line and lure. Watch the lure as it sinks through the water, then rotate around your line using the left and right C Buttons to find out whether your lure is attracting any fish, and, if not, where the fish are located.



FIN

Bassmasters 2000 is a good introduction to the complex world of bass fishing, and it's simple enough for even a small fry. Most gamers should take the bait, even if, as experienced video anglers, they have other fish to fry. Reel in a copy and see for yourself.


TOY BIZ
POKéMON
Gotta catch 'em all!
THE COOLEST NEW WAY TO COLLECT POKéMON.
POKéMON COLLECTOR MARBLE POUCHES
#25 PIKACHU
#112 RHYDON
#15 BEEDRILL
#26 RAICHU
#36 Clefable
Launch into the newest way to collect Pokémon with the new
Pokéball Collector Marble Shooter and Collector Marble Pouches.
Collect and trade over 300 Pokémon Marbles
with your friends - including 150 must-have Power Marbles.
So roll into the next wave of the Pokémon craze with
POKéMON COLLECTOR MARBLES.
2 Power Marbles in every pack!
POKéBALL COLLECTOR MARBLE SHOOTER
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The Digital Deck of Cards

Sure, sure, we're all very excited that Pokémon Stadium is coming out for the N64 in March. But let's not neglect Game Boy in all the excitement—after all, that is where the Pokémon phenomenon got its start. Hot on the heels of Pokémon Stadium is the Pokémon Trading Card Game, which brings the fun of collecting and playing the trading cards into the electronic age. Read on for a sneak peek!

The Pokémon Trading Card Game takes the hugely popular trading card game and squeezes it down to a convenient, Game Boy-sized package. Finally, it's possible to play the Pokémon Trading Card Game outside on a windy day without fear of a sudden gust of wind!

Much like they did in the original Game Boy Pokémon games, players of the Pokémon Trading Card Game pick one starter deck based on either Bulbasaur, Charmander or Squirtle at the beginning of their training. Then the learning begins, and each new card duel brings players one step closer to inheriting the Legendary Pokémon Cards—mythic, one-of-a-kind Trading Cards—from the greatest Pokémon Trading Card Game Masters.

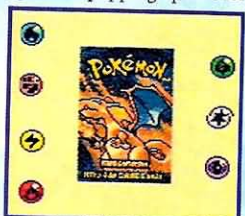
Pokémon™ TRADING CARD GAME

The trading and collecting aspects of the Pokémon Trading Card Game haven't been left out in the game's translation to video game form. Winning duels earns players booster packs, and can check their progress to see how many cards they've collected. They can also construct new decks from the cards they've earned. Many characters within the game want to trade cards with players, and sometimes they will offer rare or promotional cards, speaking of special cards, some of the cards found in the Pokémon Trading Card Game appear only on the Game Boy Pak—and nowhere else!



Players will visit eight Pokémon Trading Card Game Clubs in the hopes of winning the Master Medals that each club's master guards.

Millions of people play the Pokémon Trading Card Game, and Leagues are popping up all over the place. Some people collect the Trading Card Game Cards and don't play the game at all—they just like collecting and trading the cards. After playing the Trading Card Game on Game Boy, all of those pure collectors are bound to become players as they realize how fun it is to play the game. Because the Pokémon Trading Card Game has everything the Trading Card game has and even a few things it doesn't, it's sure to be popular with Poké-people of all types.



The Pokémon Trading Card Game, due out in stores this spring, shrinks the popular game onto a Game Pak.

Mysterious lifeform Imakuni? is one of the Pokémon Card Players you will meet on your journey to inherit the Legendary Pokémon Cards. Challenge him whenever you see his shape dancing in a club. The rewards for defeating him are great.

Pokéchat

So, how are things going in Pokémon land? Are you curious to see what the new year has in store for Pokémon collectors? So are we—and you can be sure that we'll always fill you in on breaking news!

Q: Will my Game Boy Pokémon gain experience points and raise their levels as they battle it out in Pokémon Stadium?

A: *No, they won't. You can raise your Pokémon's levels and use TMs and HMs only on your Game Boy cartridge. Luckily, Pokémon Stadium comes with an excellent feature called GB Tower. If you enter the tower while you have your Red, Blue or Yellow cartridge plugged into a Transfer Pak, you can play the Game Boy game on your television screen. It's almost like turning your N64 into a Super Game Boy! This is a great feature, because it lets you modify the Pokémon in your lineup without having to quit your current Stadium game.*

Q: I found an invisible PC in Celadon City! Does this computer have some special power?

A: *Uh...it can store Pokémon and items! That's pretty special! No, seriously, it works just like an ordinary PC. For those of you who haven't seen this strange phenomenon, find the building that looks almost exactly like a Pokécenter in the southwest corner of Celadon City. If you talk to the clerk you'll discover that it's a hotel for people, not Pokémon. Still, walk over to the right to where the PC would ordinarily be located and press A. You'll discover a fully functional PC.*

Q: Will I be able to transfer MissingNo onto Pokémon Stadium using the Transfer Pak?

A: *No, no, no! We beg of you, stop trying to catch MissingNo! This potentially dangerous glitch will definitely not transfer onto Pokémon Stadium, and that's not the only reason to avoid it. If the data are even slightly corrupted, the Transfer Pak will refuse to read ANY of the data on your cartridge. What about Game Shark or Game Genie, you ask? Well, any Pokémon that have been enhanced beyond their normal limits by the Game Shark won't make the grade either. So, any of you walking around with a level-138 Snorlax thinking you'll be able to whip the CPU with ease had better think again. Our best advice is to raise your Pokémon as high as you can using conventional methods. Remember that ancient adage: Pokémon cheaters never prosper.*

Q: In *Pokémon: The First Movie*, Meowth's clone can't speak English like the original Meowth from the cartoon can. Why is that?

A: *Because it's...evil? No, just kidding. We're not completely sure on this one, but our opinion is that the clones are not exact duplicates. Mewtwo was able to clone the physical attributes of the Pokémon, but it could never successfully clone their inner spirits.*

Do-it-Yourself Pokémon

We're sure you saw a lot of Pokémon products out there during the holiday season, and now's your chance to make some of your own. The folks at The Learning Company have produced a CD-ROM Project Studio to help you turn your home computer into a Pokémon manufacturing plant. With this software, you can make Pokémon signs, banners, key chains, cards, stickers, necklaces, stationary and tons of other cool things. True to the Pokémon tradition, the Project Studio comes in two colors, Red and Blue, and you won't be able to use all of the 151 Pokémon on your projects unless you use both versions. Boot them up, point, click and—voilà! You'll be a Pokémon producer!





Misty
Austin Miller
Seattle, WA

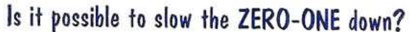
#25 Pikachu
Daniel Brunner
Norfolk, VA

#94 Gengar
Diana Riggs
Springfield, OH

Ash & Friends
Jay Vasquez
Tobyhanna, PA

Ask the Professor

Howdy, folks! How are things out there in Pokémon World this month? I assume all of your Poké Balls survived the Y2K bug all right—I told you there was no reason to panic. Anyway, let's take some questions, shall we?



Is it possible to slow the ZERO-ONE down?

There is one trick you can try, but it's not easy and it may be more trouble than it's worth. Whenever you press the left or right C Button, the vehicle slows down ever so slightly. So, if you keep swiveling the view from left, to center, to right, to center, to left, etc., then you'll be able to maintain a fairly slow rate of speed. You'll have to experiment a little bit until you get it right, and even then, the swooping view is bound to give even the most hardy ZERO-ONE commuter a healthy dose of Pokémon motion sickness.



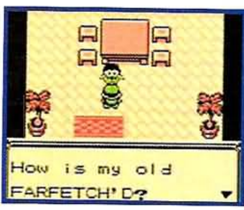
Try it at the outset of the beach. Spin around and look behind you, then start swinging the camera back and forth as fast as you can.



If you do it right, you'll see the Pidgeys regroup, charge the ZERO-ONE and let out a wild screech. Try it other places, too!

Where can I find a Farfetch'd in Pokémon Yellow?

Depending on how you look at it, finding a Farfetch'd in the Yellow version is either much easier or much harder than in Red or Blue games. In Red or Blue, all you have to do is catch a wild Spearow and take it to a guy in Vermilion City who'll trade you for a mint-condition Farfetch'd named Dux. In the Yellow game, however, you can't make that trade. Instead, head for the path between Lavender Town and Fuchsia City—if you're lucky, you'll run into wild Farfetch'd in the tall grass of Routes 12 and 13 .



It's easy as pie in Red or Blue. In the house to the left of the Pokémon Fan Club HQ, you can make an easy swap.



If at first you don't find one, just keep looking. The Farfetch'd are quite rare, so don't get discouraged.

Where is the Scyther hiding in Snap?

Right under your nose! There's actually a pair of Scyther making their homes on the Beach area of Pokémon Island, but they won't show their faces unless you manage to disturb them. Try to picture it: There you are, a comfortable Scyther rooting around in the tall grass, no worries at all and then BAM! Out of the blue a Pester Ball plummets onto your head and fills the grassy knoll with a cloud of noxious fumes! Of course you're going to fly out to get a little fresh air! As you pass the grass patch right before the two stumps, start whipping Pester Balls in there as fast as you can. Aim for the grass clippings being thrown in the air—you should startle a Scyther.



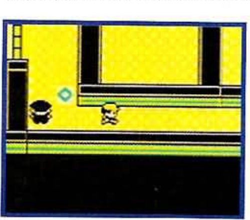
Look at that grass fly! Nail the Scyther here to see a nice pose, plus a pair of inquisitive Pikachu!



There's a second Scyther in the patch of grass across from the Kangaskhan. Catch it roaring for extra points.

I can see the Card Key on the fifth floor of Silph Co., but these guys won't get out of the way!

Once you've managed to infiltrate the huge building dominating the center of Saffron City, you have to contend with a veritable army of maladjusted Team Rocket trainers whose only wish is to see your Pokémon faint. You can fight them all for experience or you can just climb to the fifth floor and start looking for the Card Key that'll open every door in the building, including that of Giovanni's office. The Card Key is at the bottom of the floor in a narrow hallway. Walk to the lower left corner and step on the warp, then immediately step on it again. Walk down, beat the trainer and follow the path to the Card Key.



Once you warp out of the room and then back in, you can simply step off the warp tile and grab the Card Key.



With the key, you can bust down any blocked door in the place. There are items everywhere, so search well.

Colosseum

Although we've seen tons of "unbeatables" in the last months, we want to remind you of one simple fact: The proper team can beat anybody.

Last month we saw a great example of diversifying the attacks of the individual Pokémon within a team to keep the opponent off guard. While this is a good strategy, it does neglect the natural strengths of many Pokémon. Stephen Davis of Ontario, Canada, has done the opposite. His team is a classic, no-nonsense group. He has all different types of Pokémon, each of which is fine-tuned to exploit their natural advantages.

Victreebel

Stephen leads with his Victreebel and instantly starts sprinkling Sleep Powder around. Good idea, although bear in mind that several tournaments in Pokémon Stadium will have rules prohibiting putting too many Pokémon to sleep. It also has a good general attack in Cut and two vicious grass attacks in Solar Beam and Razor Leaf, both of which will maul Water-, Ground- and Rock-types.

- Cut
- Sleep Powder
- Razor Leaf
- Solar Beam

Lapras



You can always use a Water-and-Ice-type, and Lapras fits the bill nicely. Its four attacks are perfectly matched to its types and combine to make it super-effective against many types of Pokémon. Surf and Hydro Pump wash away Fire-, Ground- and Rock-types, while Ice Beam and Blizzard provide a chilly reception for Grass-, Ground- and Flying-types. Since it's so physically strong, it's tough to match up evenly.

- Surf
- Ice Beam
- Hydro Pump
- Blizzard

Magmar

What about the hot stuff, you ask? Stephen's resident firestarter is loaded down with some of the hottest attacks you can find. Fire Punch, Flamethrower and Fire Blast will all make short work of Grass-, Ice- and Bug-type Pokémon. In case he gets ambushed by a Water- or Dragon-type, Stephen also hooks up his Magmar with Strength to give it a prayer of dealing some damage.

- Strength
- Fire Punch
- Flamethrower
- Fire Blast

Golem

Of course, Golem is not going to get the jump on any Pokémon because of its poor speed, but since it's absurdly strong, the payoff is worth it when it connects. Dig and Earthquake are lethal weapons in the hands of this Rock-and-Ground-type, while Rock Slide is an effective deterrent against Flying-types. Mega Punch also serves pretty well—getting hit with a rock fist can't feel very good.

- Dig
- Mega Punch
- Earthquake
- Rock Slide

Zapdos

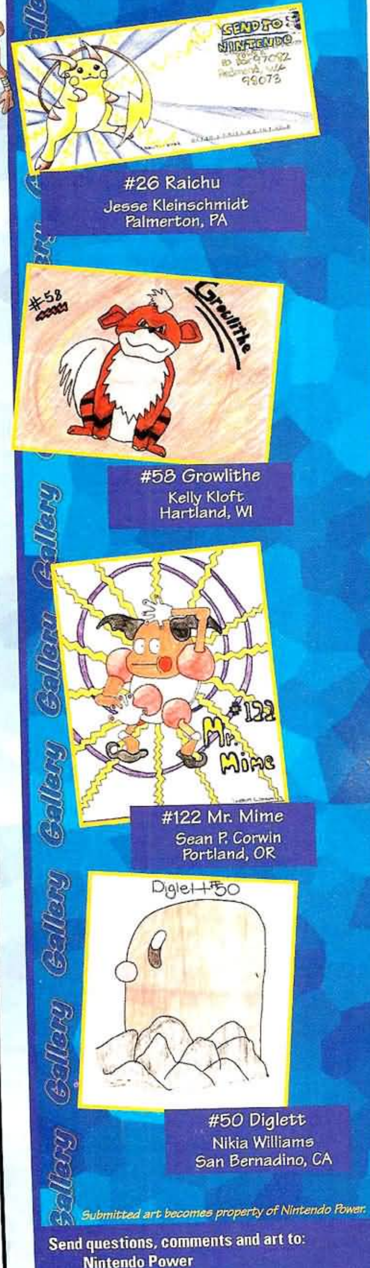
Stephen was sure to note that his Zapdos has the same attacks as the one featured in our first Colosseum, but he assures us that he had his first. (Oh, really?) In any case, we applaud the choices. Zapdos is so fast, and its electric attacks are brutal on Water-types and other Flying-types. If you add Fly and Drill Peck for dealing with Bug-, Grass- and Fighting-types, you'll have yourself a winner.

- Fly
- Drill Peck
- Thunderbolt
- Thunder

Mr. Mime

Of course, a team without a strong Psychic-type Pokémon is vulnerable, merely because attacks like Psybeam and Psychic are effective against so many types of Pokémon. Substitute is a natural attack for Mr. Mime, and you can't really argue with any move that creates clones of your Pokémon to fight for you. If Mr. Mime meets another Psychic-type, Stephen lets fly with Swift and hopes for the best.

- Psybeam
- Swift
- Substitute
- Psychic



#26 Raichu
Jesse Kleinschmidt
Palmerton, PA

#58 Growlithe
Kelly Kloft
Hartland, WI

#122 Mr. Mime
Sean P. Corwin
Portland, OR

#50 Diglett
Nikia Williams
San Bernadino, CA

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Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Hot off the Press

Extra! Extra! Read all about it! As always, we at the Pokécenter like to keep our readers filled in on all the breaking news in the world of Pokémon, and this month, our scope is extending beyond the shores of the United States. This winter was a wild time in Japan, as two long-awaited games made their debuts.

Pokémon Strikes Gold [and Silver] in Japan

In late November of 1999, the wait finally ended for millions of Japanese Pokémon Masters. The much-anticipated Gold and Silver editions were released to the delight of everyone who was anxiously awaiting this game, and now those of us who are stuck on the other side of the Pacific must wait our turn. But we can't wait! There have been very few official details released about the games, but the few we've seen have been tantalizing. There are tons of Pokémon, both old and new, and the exact number to be found seems to vary from report to report. Suffice to say it's a lot, and while many will be entirely new, others will be new evolutions of classic Pokémon. The time of day seems to be a factor—maybe certain types of Pokémon will appear in a particular place only at night! Rumors of radios, telephone contacts and Pokémon breeding abound, but we just don't know for sure how much is truth and how much fiction. There have also been whispers of a fall 2000 release in the U.S., but we can't be sure. We promise to monitor the progression of Gold and Silver closely as they head east, so keep checking back!



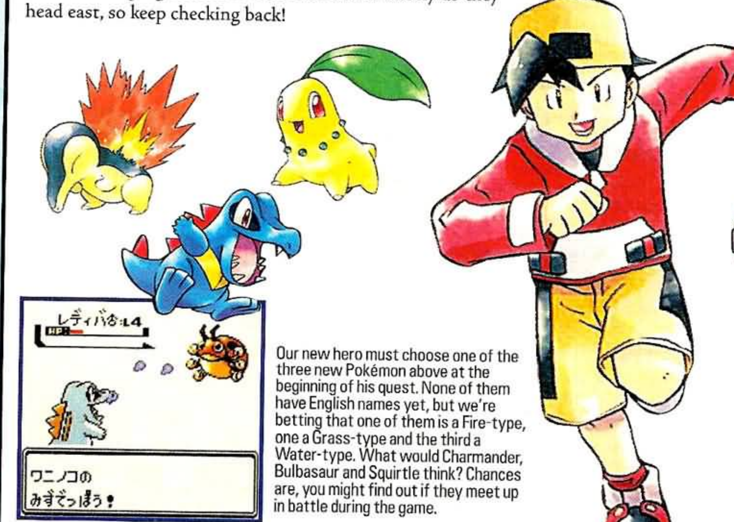
What is this silhouette of? It looks kind of like the bird that flew away in the first episode of the cartoon...



Gold and Silver feature new trainers and scores of friendly and unfriendly folk to interact with.



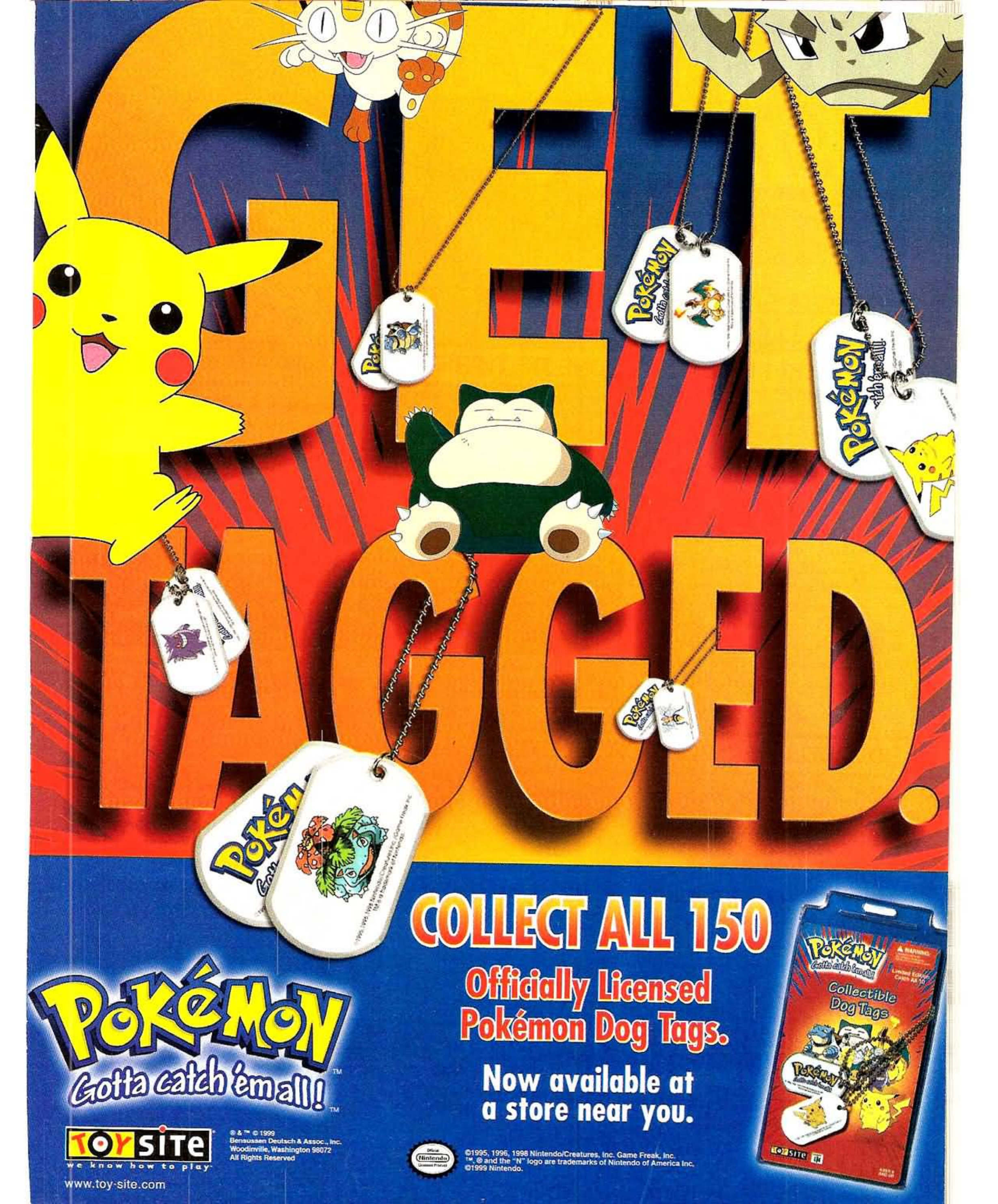
Professor Oak is there, of course, and it seems that the hero's mother plays an important role as well.



Our new hero must choose one of the three new Pokémon above at the beginning of his quest. None of them have English names yet, but we're betting that one of them is a Fire-type, one a Grass-type and the third a Water-type. What would Charmander, Bulbasaur and Squirtle think? Chances are, you might find out if they meet up in battle during the game.

And look at this gadget! The main character straps it onto his wrist and frequently checks it as if it were a watch. Does it keep time? Communicate with other trainers? We'll see...

For more Pokémon news, be sure to check out www.pokemon.com!


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Shadowgate 64

WHERE DO I FIND THE STONE OF THIRST?

You can find the Stone of Thirst inside Disciples' Tower, but you'll also have to get the Incantation for the Stone of Thirst to use it. In the Cathedral Courtyard, remove the boards that block a pathway, then continue to a grave. Use Dragon Tears on the grave and equip the Ring of the Dead to raise him from his final resting place. (A ghost there will reward you with the Incantation for your trouble.) Head back to Disciples' Tower, then follow the red carpet inside to a door with an arrow on it. Go through the door then down the stairs. One of the doors in the hallway opens to a room with a bed, where you will be able to put your incantation to good use. Talk to Dorn, who has a valuable item. The Stone and Incantation. It will allow you to drain the water from the reservoir, so you can access the Control Room.



The ghost that you conjure from the grave will provide you with the critical Incantation that you'll need to use to power the Stone of Thirst.



Use the Ring of the Dead to talk to Dorn, who will give you the Stone of Thirst, which you'll use with the Incantation to drain water.

HOW DO I FIND THE PIXIE FLUTE?

You'll have to find the Fairy and Elf Statues to access the area where you'll find the Pixie Flute. The Fairy Statue is on a shelf near the entrance to Disciples' Tower. The Elf Statue is on a bar a little further inside the building. When you take the statues up the stairway in the Tower, Lakmir will stop you and talk to you. When he's finished, continue up the stairs, where you will find Liquid Sunset and an Ancient Coin. You also will find a statue puzzle on a shelf—a perfect place to put your Fairy and Elf Statues. If you place them correctly, a staircase leading to the Pixie Flute will open.

The Fairy Statue sits on a shelf in the left-hand corner of a room. The room is near the woodpile where you find the rope.



The Elf Statue can be found on top of a bar in a room upstairs from the area where you found the Fairy Statue.



The secret staircase will take you to a shelf holding the Pixie Flute. The Flute later allows you to exit a window.

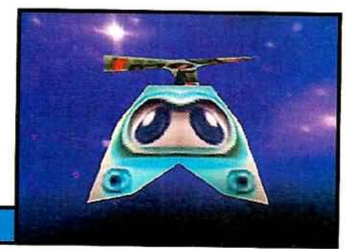
Jet Force Gemini

WHERE DO I FIND FLOYD?

You'll find Floyd in less than satisfactory condition in the Bridge area on the planet Tawfret. He'll give you a sob story about why he was disassembled. You can help him out by collecting three of his component parts. One is in the immediate area, and the other two are underground. If you take all the pieces back to where you first found Floyd, he will reassemble them into a full-fledged flying robot. Another player can operate Floyd to help you through trouble spots.



Floyd doesn't look so hot when you first run into him on Tawfret. His former employer has taken him apart.



After finding his parts in nearby areas, put him back together so he can help you complete your mission.

WHERE'S THE TRI-ROCKET LAUNCHER?

Picking up the powerful Tri-Rocket Launcher should be one of Vela's first tasks on Cerulean. Drones will confront her in the first passageway she reaches. After defeating them, go through the door on the right then eliminate one last drone. Go back to the room with the drones to find the other door unlocked. Inside, Fishface will sell you the launcher for three gold bars that you picked on the surface of the planet. You'll need the weapon underground.



Be sure to defeat all the enemies in front of the doors and the lone enemy behind the right-hand door.



Fishface has the weapon you want, but he drives a hard bargain. Find the three gold bars on the planet's surface.

HOW DO I FREE VELA ON THE SS ANUBIS?

You'll have to fight your way across the spaceship to rescue Vela, who is cooling her heels in a prisonlike hold. There are plenty of Tribals to rescue along the way, so be careful to keep them out of the crossfire. Avoid hitting oil cans, or bystanders may get caught in the blast. Keep your eyes open as you move through the different holds. On the walls you'll find Cell Door Panels that you must destroy before you can free Vela. After you've hit all the panels, go to the door in the hold with the conveyor belt. Vela and several tribals are waiting on the other side for you to free them.



The Cell Door Panels tend to blend in with the rest of the ship's machinery if you don't keep your eyes peeled.



You'll need to hop onto the floating platform to get across a dangerous chasm inside the ship's hold.



Vela is waiting for you to release her from Mizar's clutches. While you're at it emancipate the seven Tribals.

Castlevania

HOW DO I GET NITRO TO THE BULL'S ROOM?

Magical Nitro is a powerful tool, but it's also volatile enough to blow up in your hands if you aren't careful. You can't jump or take a hit because the shock will set it off. You'll need to take an alternate route in Castle Center to get from the room with the Nitro to the cracked wall in the Bull's room. Find the back way to the Nitro through the room with the broken stairs, across the red carpet and across the narrow platforms. Then go back to the cracked wall to detonate the magic liquid.



Backtrack from the room with the Nitro through the moving gears. Time your movements carefully to avoid an explosion.



After moving through the gears, go up a ramp then down some stairs to get to the Bull's Room. Use the Nitro on the wall.

WHERE DO I FIND THE FIRST TWO CLOCK TOWER KEYS?

You'll need to do some leaping until you get to a ledge in the corner of the Clock Tower. From there, you'll be able to jump across some slowly-moving gears to a rotating beam. Move cautiously across the beam to an elevator platform, then jump from platform to platform until you reach a torch. Smash the torch to get the first key. You'll need to continue through the moving gears to a second platform, then go on to the key's matching door. The second key is just beyond the door.



After negotiating the many gears and moving surfaces in the Clock Tower, you'll have to destroy a torch for the first key.



Open the locked door with the first key, then defeat the enemy for the second key. A third key and Dracula await you.

HOW DO I DEFEAT THE MALE AND FEMALE VAMPIRES?

One vampire is a pain in the neck. Two of them can be downright annoying. As you move through the Villa area, you'll probably think you have only one to deal with—a male vampire who's been stalking you like a bloodhound. Deal with him you will, using whatever weapons you have available. Once he's beaten you'll have to contend with his female partner. She'll release waves of vicious bats at you. Destroy the bats with any available weapons, then turn them on the lady vamp. Be sure to have plenty of chicken and/or beef on hand to maintain your strength.



The Vampire who's been following you will attack in the Garden Maze. Watch out for his shadow when he pounces.



Keep attacking the male Vampire with the weapon of your choosing. If he gets to you, you'll get more than a bloody nose.

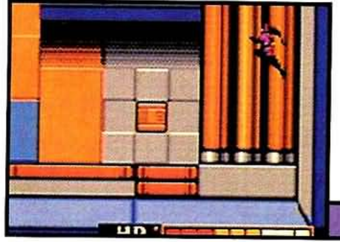


The female vampire is unclear on the concept of basebal—she keeps pitching bats at you. Destroy them, then her.

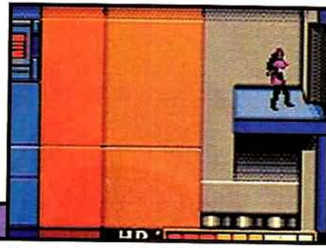
Catwoman

HOW DO I EXIT CYBER CAT'S HIDEOUT?

Catwoman is sporting powerful black armor on this level, which proves to be an effective tool against the biomechanical Cyber Cat. Unfortunately, it doesn't seem to give you the boost you need to reach the exit. In fact, you can reach that tall exit door by mastering one of the tougher maneuvers in the game: The Wall Jump. It's a tricky combination of tapping the Control Pad toward the wall and holding down the A Button. With a little practice you'll make Catwoman leap like a lynx.



After fighting through Cyber Cat's lair, it seems like Catwoman is powerless to reach the exit door.

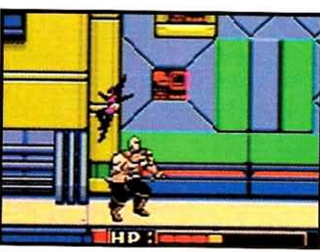


By mastering the difficult Wall Jump move, you can reach the exit—and Catwoman can move on through her adventure.

WHAT'S THE BEST WAY TO DEFEAT UBU?

There are plenty of red armored guards to fight once you get to the Control Center of Ra's Hideout. The reward for all your trouble is a difficult battle with the big boss's sidekick/henchman at the end of the level. Ubu is a giant man in brown clothing, and he's just as strong as he appears to be. His speed belies his girth, however. He jumps around quite a bit, making it difficult for you to score any hits to his body. Meanwhile, he continuously employs various kicks and punches that can quickly eliminate all nine of Catwoman's lives. The best thing to do is use your feline agility to stay clear of his attacks, then strike when you have the opportunity. Keep running and jumping, or he'll manage to de-claw you.

Ubu is quick, but Catwoman is faster and more agile. Use backflips to evade his powerful punches and kicks.



A frontal assault on Ra's henchman can be difficult because he's constantly attacking. Try to get behind him.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

WINBACK

Q: How do I quit a game in progress?

A: You can't. You have to let your character be defeated, then save at the last checkpoint.

Q: Is there a way to hold more than four reloads of ammo?

A: No. The maximum number of reloads is four.

Q: Can I run and fire at the same time?

A: No. You have to stop and aim your weapon.

BATTLETANX 2

Q: Why can't I pick up any enemies on my Radar?

A: You probably haven't picked up your Radar power-up yet.

Q: How do I take the Goliath tank off its rails?

A: When you are defending a base, press the top C Button then the bottom C Button to go mobile.

Q: Why can't I destroy certain bunkers?

A: Some bunkers are fortified, but they all spit out enemies.

RAINBOW SIX

Q: How do I avoid the Flash Bangs?

A: Flash Bangs temporarily blind you, but you can avoid the effect by pressing Left on the Control Pad.

Q: Is there a way to prevent friendly fire?

A: Nope. Bullets can hurt your team members, as they would in the real world.



Another Acclaim comic book creation, Armorines, is following Turok's rather large and successful footsteps onto the N64.
ARMORINES
PROJECT S.W.A.R.M.
© 1999 Acclaim Entertainment.
TIME to GO BUGGIE
Where have we seen this before? An overpopulating race of alien insects from another galaxy has landed on earth-the perfect place to colonize. The invading oversized bugs are ruthless, instantly destroying all humans, putting the fate of the world in jeopardy. Thankfully, the military has secret, untested battle suits that may be able to withstand the deadly insect attacks. OK, so it's not exactly an original storyline, but amazing graphics and the powerful Turok engine make Armorines wildly addicting.
Armorines is a first-person shooter similar to Turok, but the multiplayer options put this game in a different league. Fight your friends in a four-player matchup or rely on a partner in the two-player cooperative mode.
TEEN
T
CONTENT RATED BY ESRB
NP: HOW IT RATES
This game has been rated Teen (T) by the ESRB for violent content, weapons use and lots of bug squishing. This title is suitable for ages 13 and up.

MEET THE BUG BASHERS

Lewis is brash and unpredictable; Lane is calculating and responsible. But personality differences won't matter much when they find themselves battling with the huge aliens.



NAME: TONY LEWIS
RANK: PRIVATE
AGE: 38
HEIGHT: 6'0"

WEAPONS OF CHOICE:
DEFENSIVE: ARMOR SHIELD
PROJECTILE: SHOTGUN STYLE
EXPLOSIVE: ROCKET LAUNCHER



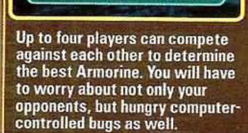
NAME: KYRA LANE
RANK: PRIVATE
AGE: 27
HEIGHT: 5'8"

WEAPONS OF CHOICE:
DEFENSIVE: TAZER
PROJECTILE: SUB-MACHINE GUN
EXPLOSIVE: GRENADE LAUNCHER

MORE PLAYERS, MORE FUN

Armorines takes a leap above Turok by offering popular multiplayer modes. Two players can even cooperate in a mission, teaming up to battle the insects. Other modes include the familiar Deathmatch and Capture the Flag. For a change of pace, you can become one of the bugs and arm yourself for battle in Race Wars. Or, see who's King of the Hill.

DEATHMATCH



Up to four players can compete against each other to determine the best Armorine. You will have to worry about not only your opponents, but hungry computer-controlled bugs as well.

GOING IN CIRCLES



Make your opponents dizzy by running circles around them. Pressing the right or left C Button while moving with the Control Stick will do the trick, making you a hard target to hit.

RACE WARS



Bugs with guns? Now that's a scary thought. Find out which species is dominant in Race Wars. Players can choose to be large bugs, small bugs or those tiny two-legged creatures.

BIG AND SLOW



Keep in mind that while larger bugs start with more power and are difficult to take down, they are also slower than the smaller opponents. And speed is always a valuable characteristic.

CAPTURE THE FLAG



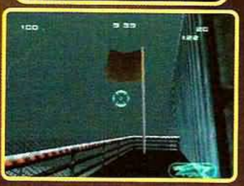
It's just like the game you used to play at summer camp, except this time you're armed with a deadly weapon. The first team to steal and transport the opponent's flag wins the match.

WORK IN SHIFTS



Standing mindlessly in front of the valuable flag is an important job, but it's also a boring one. Take turns guarding the flag so that everyone has a chance to venture into the field.

KING OF THE HILL



If you like battling face to face or struggle with distance attacks, this contest is for you. All players are fighting to reach the same location, resulting in deadly close-range fire.

LOST IN THE CROWD



When fighting to become King of the Hill, you'll find yourself in a crowded arena. Heavy explosives won't do much good-they'll do as much harm to you as they will to your opponents.

ENEMIES

Like any well-organized species, the bug families have a distinct hierarchy, with the strongest and most powerful protected by her servants.

SOLDIER



Soldiers are the first line of defense. They are most effective when they attack in groups. Soldiers rush in for close-range attacks.

GUARD



Guards can attack from a distance with projectile weapons. They are intelligent and are typically used to protect the brains and queens.

BRAIN



It's no surprise that the brains are the most intelligent bugs. They organize the guards and soldiers and are also powerful fighters.

QUEEN



The queen will not move from her hatchery unless absolutely necessary. If someone gets past her servants, she will ferociously attack.

BETTER THAN BUG SWATTERS

A rolled up newspaper won't lay to waste these humongous insects. It's a good thing Armorines are equipped with the latest technology. You must collect new weapons and ammo.

SECONDARY FIRE



When you need to destroy a swarm of bugs instantly, arm yourself with a weapon that has a secondary, more powerful attack. When you hold and release the Z Button, your weapon will produce a devastating blast.

PLASMA SHOTGUN



Private Lewis automatically starts the game with this simple weapon. The Plasma Gun isn't very powerful and isn't equipped with a secondary fire option.

SUB-MACHINE GUN



This basic weapon emits single shoots, although you can perform rapid fire by holding the Z Button. Private Lane is armed with this at the start of the game.

TAZER



Kyra Lane's Tazer may look fancy, but it's not a very effective weapon. The Tazer can be used in close combat, or to fire weak energy bursts.

ROCKET LAUNCHER



The Rocket Launcher shoots straight and doesn't offer secondary fire, but each blast can take out an army of bugs. Use your rockets wisely and sparingly.

GRENADE LAUNCHER



This handy tool catapults grenades with a lofting arc, sending the explosives bouncing toward the enemy—good for hitting they're hard-to-reach places.

MINE



Mines are fun to play with but difficult to use effectively. Try getting close to a bug, sticking a mine on it and running quickly for cover!

THUMPER



By strategically waving a thumper, you can attract insects away from their hiding places and lead them out. Once they're in the open, attack fast!

LASER RIFLE



The Laser Rifle projects a long, powerful stream that can be used to knock out enemies or obstacles. But this gun is not good for a rapid-fire attack.

CHEMICAL GUN



Green gobs of goo are ejected from this unique weapon and can burn through big bugs or bothersome walls. Once again, it's not a good weapon for rapid fire.

SONIC CUTTER



This is another unique instrument, which fires a spiraling spray that can cut through anything. The Sonic Cutter will help you defeat the tough queen bugs.

BROOD LAUNCHER



The Brood Launcher is a strange tentacle-like contraption that can collect the hatching eggs and then launch them at the enemies.

STAFF OF PHAROAH



This long wand with three prongs can pack a powerful punch, especially with the massive secondary fire feature. It also fires weaker rapid shots.



UNIDENTIFIABLE SPECIES DETECTED IN SIBERIA

In the snowy fields of Siberia, an unknown race of enormous insects has taken over the missile silos in an attempt to steal human technology. The Armorines have been flown in to destroy the invaders and save the scientists. But most importantly, the military must get to the missiles before the bugs do. Protect any humans you find, because they will help you complete the mission. And get ready for an intense bug-bashing monorail ride through dark mines.





GET THE GOGGLES



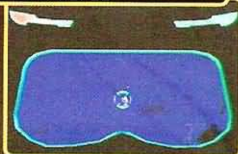
After running off the chopper, look behind the first room and blast the crate. You'll desperately need the goggles to find your way around in the dark.

MISSION 1 AND 2 OBJECTIVES

- Collect the goggles as soon as you arrive.
- Climb the watch tower and deactivate the energy fence.
- Find and escort Dr. Delaney back to the power station.
- Ride the monorail and blast the bugs.
- Restore power to the monorail.
- Deactivate the second energy fence and enter the silo.

FIND THE LASER RIFLE





After blasting a few bugs, head to the right and go up the ramp. Around the corner you'll find a room. Flip the switch in the room to open the warehouse door, but watch out for attackers. Then make your way to the warehouse and collect the laser rifle and some ammunition.

DEACTIVATE THE ENERGY FIELD





After roaming around the area, you'll discover that an energy field is blocking the only open path. Climb to the top of the watch tower to deactivate the energy fence. Bugs will appear from under the ground. Quickly head toward the monorail tracks and follow the path.

DR. DELANEY HAS THE CODE



You'll reach a tiny path on the left side before the tunnel entrance. Walk up the path and into the room to find Dr. Delaney. You must safely transport Delaney back to the power station so that he can activate the monorail. If the doctor dies, your mission is over.

TAKE A RIDE





Once the power is restored, find the monorail. You can climb into the car through the opening on the right side. The ride will automatically start, putting you in control of the rotating gun. Keep firing and blast the swarm of bugs before they can hop into the monorail.

NAVIGATING THE MINES





As the wild ride continues, you'll be blasting insects left and right. Occasionally, the monorail will come to an abrupt stop and you'll need to jump off and find a switch. On the first stop, you must restore the monorail's power. Find a ladder that's hidden in the dark.

NOT SO FAST





After finding the switch to deactivate the electric fence, you'll be able to enter the missile silo. But before you can finish the mission, an enormous insect will blast you with lasers. Run for cover to the right side of the dirt mound, then try for a direct shot to the head.

SIBERIA'S MISSIONS 3 AND 4

- Free scientists so they can open blast doors.
- Launch the three missiles that bugs have not obtained.
- Gain access to the main control room.
- Free Dr. Easterbrook and talk with him.
- Get back to the surface.
- Destroy the gigantic bug blocking the path.
- Collect two cheat-code flags.
- Get back to the landing pad and move on.

SAVE THE SCIENTISTS





As you make your way through the maze of the missile silos, you'll find several scientists trapped by bugs. Some are being guarded in rooms while others are locked in bathroom stalls! Save as many as you can-especially Dr. Easterbrook, who will help you finish the mission.

LAUNCH THE MISSILES





The bugs are hoping to use the missiles against the humans. Three missiles have already been launched, but you can still save the remaining three. Press the button on the far wall of the launch area to shoot the missiles into the sky and make them eventually self-destruct.

COLLECT MINES, BLOW DOWN GATE





You should be able to destroy one missile, but the other two are inaccessible. Find a pile of mines behind a desk in the room with the large gate. After gathering the mines, use one to knock down the gate. Then you'll be able to find and destroy the remaining two missiles.

BLAST THE OCTAGONAL DOOR





Dr. Easterbrook has locked himself in the main control room to keep away from the deadly insects. To set him free, you must first use a mine to blow open the octagonal door. Then you can access a switch that unlocks the main control room and releases the doctor.



AVALANCHE!



The only way to get past the piles of snow is to plant a mine and create an avalanche. Once it is clear, move ahead.

THE HIDDEN DOORWAY





Once you reach the main control room, it will seem like there is no way out. Look for a doorway under the stairs and flip on your goggles. You'll have to jump over some boxes and push a button to open a door that will lead you out of the building and back into the snow.

ONE BIG BUT



Save your missiles for the enormous insect blocking the monorail path. Avoid his deadly rays while constantly shooting.

GRAB THE CHEAT FLAGS



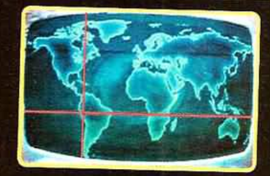


After all this hard work, it's about time for a reward. In the room where you found Dr. Delaney, collect the Sonic Cutter cheat flag. There's another cheat flag in the one-story bunker next to the two large cannons. You'll need the flags later in the game.

LOST IN THE JUNGLE

As it turns out, the insects have taken over an old temple near the jungles of South America and are using it as a breeding ground to hatch eggs and expand their army. The Armorines must infiltrate the surroundings, destroy all eggs and uncover an experimental weapon. These missions involve more puzzles and mazes, as well as badder bugs, including the deadly Jungle Queen. Collect as many extra weapons as you can and strap on those goggles!





JUNGLE MISSION 1

- Escape the tunnel by blasting the bricks.
- Enter the courtyard and clear out the attacking bugs.
- Activate the Stairway to the Sun.
- Infiltrate the Aztec Temple.
- Seek out the experimental weapon.
- Destroy all 34 bug eggs.

ROAD TO NOWHERE



You start in a tunnel that leads to a broken bridge and a long drop to your death. Look for the bricks on the left-hand side and blast your way out.

ROUND 'EM UP, SHOOT 'EM DOWN





Once you enter the open court, attackers will start appearing from all sides. Before long, you'll be overwhelmed. Collect as many rockets as you can, then use thumper mines to attract the bugs and shoot them all down in one blast. The thumper will explode after a few seconds.

A MAZE IN MEXICO





Large walls block off sections of the courtyard. You must step on the short stones that are protruding from the ground to open passages. Make your way around the area, collecting mines and rockets, and be prepared to take a long swim. Hope you brought your swimsuit.

STAIRWAY TO THE SUN





Notice the large crates to the right of the main entrance. First, you'll have to figure out how to lower the front ones. Then you'll have to jump on top of them and step on the stone, triggering the gigantic stairs. Climb up the stairs and open the path to the Aztec temple.

ENTERING THE TEMPLE





You're in for plenty more swimming, so you'll want to save your strength and find a better way over the moat in front of the temple. Stepping on the stone should do the trick. Once inside, look for the middle switch at the back of the room, then shoot it to lower a large column.

TIME FOR A DIP





To collect the chemical gun, you'll need to dive into one of the drowned passages. Get your head above water and shoot the light brick near the roof. That will open an underwater wall, which is located to the left. Inside, you'll be able to collect some goodies.

SCRAMBLE SOME EGGS





Your third objective is to destroy all the bug eggs before they can hatch. You'll find eggs in three different locations: Most can be destroyed in two gigantic hatchery rooms, and the others are hidden in the ceiling. After blasting the embryos, watch out for angry parents!

JUNGLE MISSIONS 2 AND 3

- Kill all the bugs on your way to the hatchery.
- Climb the old ruins and locate the hatchery.
- Incinerate the large egg.
- Wander through the caves and destroy all eggs.
- Blast through the tunnels and explore.
- Locate the entrance to the queen's lair.
- Battle the queen's protectors.
- Finish off the Jungle Queen.



LOCK ON



As you wander through the foggy jungle, use the target lock on the standard weapon to spot and kill hard-to-see insects.

BIG, BAD BRAIN BUG





This gigantic creature has more than just intelligence. The bug you'll encounter in the jungle is fast, powerful and deadly. You'll have to run for cover and try to hit the beast from a distance. Moving forward will only put you closer to the brain's treacherous grasp.

BUZZ OFF



The flying bugs are more of an annoyance than a true threat. Get them in sight and take them down before they fire back.

SNEAK ATTACK





Guards will be shooting at you from atop an old pyramid. Find a safe place and take them out from a distance. Then race up the ruins and spot the hatchery on the other side. From high above, you can destroy the eggs in the hatchery. Be sure to hit the big egg in the middle.

GOING AROUND IN CIRCLES?





As you begin the second mission and advance through the jungle, attackers will swarm you from all directions. This is another good place to use a thumper mine. You'll quickly feel like you're going in circles—look for a blocked cave entrance on the side of a hill and blast it.

MORE ROCKETS TO BLAST





Fallen rocks block three separate tunnels. You should be able to advance through an opening by discharging two rockets to create a hole. Move carefully through the tunnel on the left. Although it may seem impossible to slip through the rockslide, you will fit.

LEAP OF FAITH



When you reach the sudden drop, abandon all fear and take the plunge. You'll go splashing into water without a scratch.

ONE-ON-ONE WITH THE JUNGLE QUEEN







Actually, it's more like one-on-twenty. The queen doesn't budge until absolutely necessary, and she has plenty of protectors to keep her safe. But once you get close enough, she will finally stir and release a terrifying attack. Aim for her body, then her claws, and finally her head. After a while, she'll disappear and attempt to replenish her strength. In the meantime, fend off her many minions.

CONQUERING THE VOLCANO

The bugs have targeted a volcano lab in Hawaii, where they've trapped more scientists and started several hatcheries. Your job is to destroy the breeding bugs, save the scientists and finish off the Volcano Queen. These missions are frustrating, because much the area's visibility is very low. Goggles are a necessity. Walk slowly and look carefully for hidden openings-most are in unlikely places. Stay alert and try not to shoot fellow humans!





VOLCANO MISSIONS 1 AND 2

- Destroy eight bug breeding hole.
- Find the crashed bug pod.
- Gain access to the research base.
- Find the security key.
- Gain access to the lower research labs.

HOME WRECKER



After salvaging what's left of the crashed ship, go through the tunnel and spot the bug hole behind the busted tank. Drop a mine and blow it to pieces.

AVOID THE LAVA





Before reaching the pool of lava, search for a nearly invisible cave on the right side. Don't attempt to jump the lava pit, or your game will come to an end. After traveling through the tunnels and crossing the narrow bridge, look for a thumper and a Sonic Cutter under water.

LOCKED OUT



After finding your way through a few more dark tunnels and blasting your way past a few more pesty insects, you'll come to a couple of blocked passages. The switch behind the statute will open the first side door, and the switch inside will release the closed gate.

FINDING THE CRASHED BUG POD





Not only is the waterfall refreshing to look at, it's a passage to the bug pod. Enter the hidden tunnel behind the waterfall and follow the ledge to the left. A seemingly dead-end cave will lead to a clearing. To advance, place a mine on the pod and clear the path.

PIPE DREAMS





To get to the research facility, you will have to travel through a series of large pipes. Turning the first valve will give you access to the pipes. After moving through the first passage, climb up into the next one. Continue to twist all the valves to gain access.

MAKE THE JUMP





Once you reach the fallen bridge, turn left and search for the exposed pipe. As always, your goggles will help your vision in this dark area. Try jumping down and landing on the protruding pipe. Alternatively, you can make your way around to the right and blast more bugs.

POWER UP AND HAUL OUT





You're very close to completing the second mission successfully! The shiny silver object sitting on the ledge is an access key to the main generator room. Once inside the room, you must activate power to the lift and ride the elevator down to the research labs.

VOLCANO MISSIONS 3 AND 4

- Blast openings and crawl through lab tunnels.
- Locate the missing scientist and collect bomb beacons.
- Shoot rock formations to continue descent.
- Blast loose rocks on ceiling to cross lava.
- Run from flowing lava and climb to safety.
- Find and destroy the three queen eggs.
- Drop smart bomb beacons in three egg hatcheries.
- Escape the nesting area before detonation.
- Defeat the Volcano Queen.

GET ON YOUR KNEES





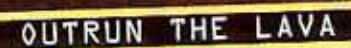
After straining your eyes trying to reach the volcano lab, it's a relief to be able to see again! But that won't last long. Blast obstacles to uncover secret passages to other rooms. Tap Down on the Control Pad to get on your knees and crawl through the small ducts.

TRAIL BLAZING



After finding the missing scientist and collecting the bomb beacons, you'll spend more time wandering around the base, flipping your goggles on and off. When you reach what appears to be a dead end, shoot at the loose rock formations to create a new path for yourself.

OUTRUN THE LAVA







Sounds easy, right? Believe it or not, lava can move pretty quickly. After jumping down into the hot liquid, start racing in the opposite direction, with guns blazing to clear out the attackers. As you reach the far end of the tunnel, climb your way up to the large opening.

1:30 AND COUNTING





As if there weren't enough bugs on the loose, more eggs are about to hatch. Luckily, you're ready to blow the area to pieces. Clear out the attackers and plant the bombs. Be sure to know the correct route to escape, because you'll have only 1:30 before mass destruction.

FINISH OFF THE QUEEN





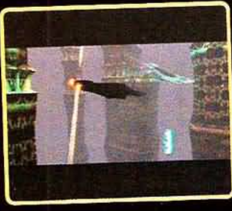


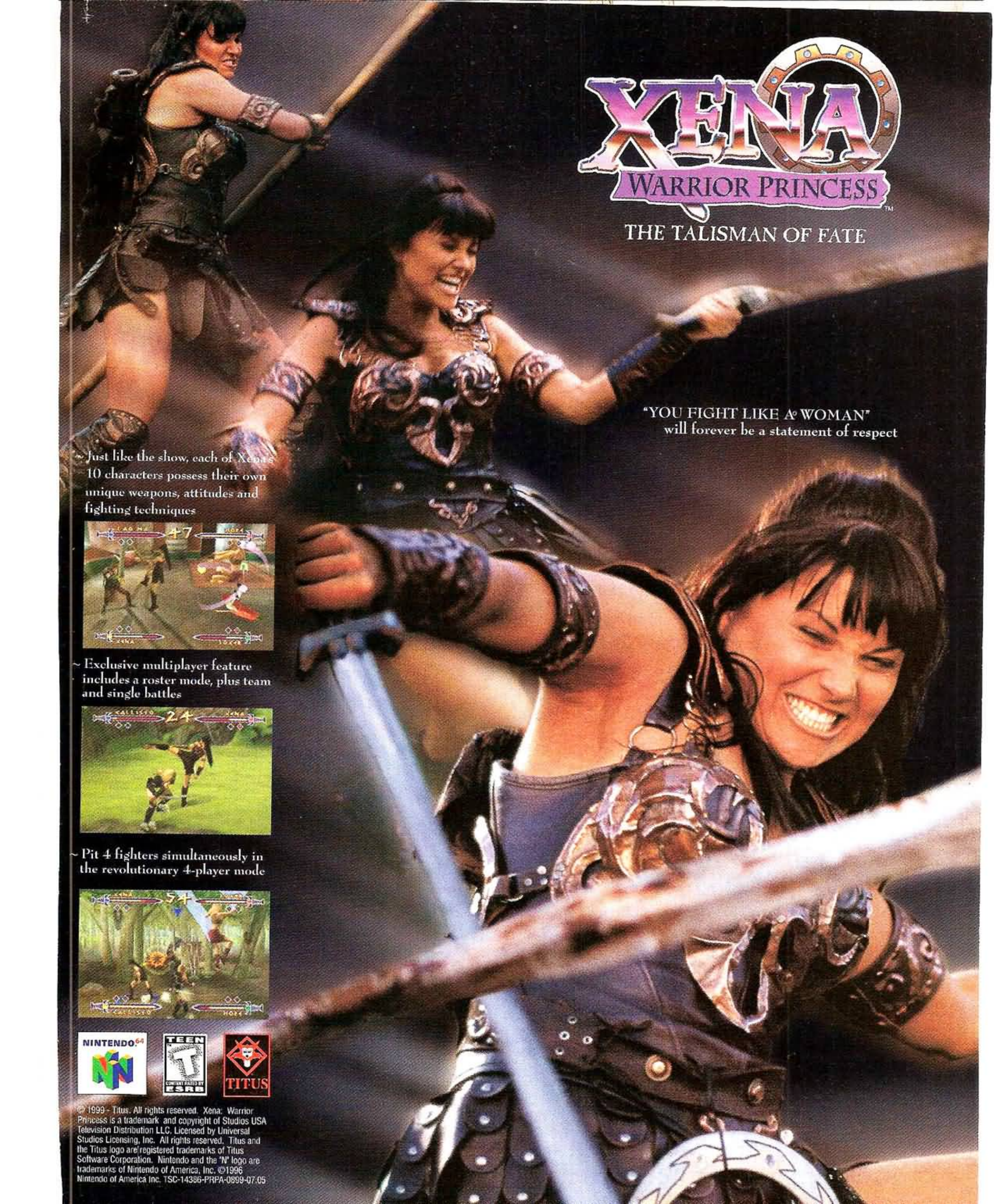
The Volcano Queen is very similar to the Jungle Queen. Once again, try to hit her body, then her claws, then her head. Like the Jungle Queen, the Volcano Queen will try to restore some of her energy and send her guards after you. The surrounding area has several places to duck and hide, shielding you from the deadly rays. Also, rockets and nails are on the ground in abundance. Collect as many as possible!

NOT OVER UNTIL THE LAST BUG IS SQUASHED

The last of the three war heads has landed in Egypt, where the Armorines will have to destroy the remaining bugs on earth. But to ensure that the aliens never return, you'll also be sent into space to find the mother ship and finish the race for good.






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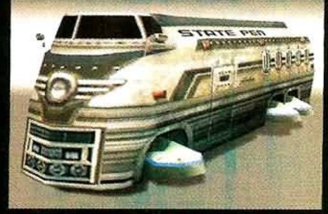
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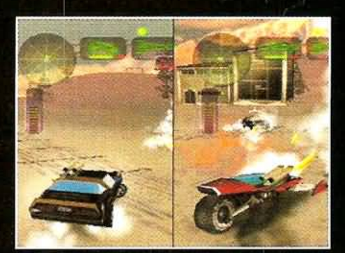


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Now upgrade any *Vigilante 8: 2nd Offense* vehicle with extra speed, armor, target avoidance and more!


Get back on the bus for even more blistering, off-road auto combat insanity in 8 fully destructible arenas.


Cruise, bruise and pick-up hidden weapons, plus special power-ups that let you float, hover and tread on snow.


Control 18 all-new, fully loaded '70s and futuristic vehicles with special attacks and on-the-fly morphing upgrades.


Search and destroy in one-player rampages or take on friends in two- or four-player auto combat action.

"Vigilante 8: 2nd Offense will be the most spectacular car-combat game yet!" - Next Generation



IF IT DRIVES BY, BLOW IT UP!

Luxoflux

ACTIVISION

www.activision.com

ARENA are you game?

the CHALLENGES



1

Donkey Kong 64
Back to Old School

After you've photographed six fairies and cleared level 4 of the Donkey Kong arcade game in Frantic Factory, you'll unlock the arcade classic for free play on the DK Bonus section of your Mystery Menu. Play for a high score then send us a photo to qualify for our hall of fame.



2

Mario Golf
Palm Putts

Head out to the Palm Club in Mario Golf for Game Boy Color. If you're keen on the green, send us a picture of your Status Screen showing your best Palm Club Tournament score and Stars for all of the Palm Club lessons and contests.



3

Knockout Kings 2000
You Could Be a Contender

Rock and sock your way through Career Mode then send us a photograph of the high score you've pounded out. If you end up being one of the top 25 contenders in the EA Sports slugfest, you'll get your gloves on some Power Stamps redeemable in our Power Supplies Catalog.

TWISTED CHALLENGES

In *Star Wars*: Rogue Squadron, can you hit a locked-on Imperial homing missile with a nonseeking proton torpedo?

from Tylor Bott, Buckley, MI

In Mortal Kombat 4, how many 3-D steps can you take before your opponent hits you?

from Timothy Arroyo, Fords, NJ

Challenge Scoreboard

POKéMON
Caught 150 Pokémon (Vol. 114)

Michael Sargent, Shawnee, KS
Chris Schwab, Lake Stevens, WA
Brian Sechrest, Overland Park, KS
Andrew Sharpnack, Alameda, CA
Greg Shaul, Edwardsville, IL
Daniel Shover, Florence, KY
Jason Simeon, Viewtown, VA
Jason Snellman, Medford, WI
Theodore Soppeck III, Wilkes-Barre, PA
Joshua Swaim, Silverlake, KS
Joe Switala, Essexville, MI
John Sykes, Longport, NJ
Wilda Thrift, Cobbtown, GA
Travis Tyler, Boulder City, NV
John Umrysz, Ledyard, CT
Trevor Venn, Castlegar, BC
Michael Wahl & Marc Wahl, Pittsburgh, PA
Chris Walsh, Allendale, NJ
Matt Weiden, Los Altos, CA

THE LEGEND OF ZELDA: OCARINA OF TIME
Biggest Catch from the Fishing Pond (Vol. 116)

Joshua Sanborn, Athens, OH	35 lbs.
Jason Spencer	35 lbs.
Kan Zhu, Phoenix, AZ	35 lbs.
James Wallace, Chambersburg, PA	34 lbs.
Joshua Wright	34 lbs.

CENTIPEDE
High Score (Vol. 119)

Frederic Busque, Pintendre, PQ	1,257,973

FROGGER
High Scores (Vol. 118)

Keith Williams, Brooklyn, NY	77,970
Shaun Zabiski, Maspeth, NY	47,340
Tariq Rafiq, Chicago, IL	23,360

***STAR WARS*: ROGUE SQUADRON**
19 Gold Medals (Vol. 117)

Robert Acosta, Machiasport, ME
Chris Adams, Torrance, CA
Tommy Albrecht, Huntington Beach, CA
Manuel Aldreto, Walnut, CA
Peter Alewine, Piedmont, SC
Zach Alexander, McKinney, TX
Morley Allen, Teslin, YT
Randy Avalos, Colfax, CA
Jim Barnocki, Toledo, OH
Brian Barrett, Oak Park, IL
Michael Birch, Cambridge, ON
Eli Boone, St. Augustine, IL
Ian Campbell, Minnetonka, MN
Tom Cashavelly, Duxbury, MA
Sean Caturegli, Cloverdale, CA
Marcelo Cesar, Falls Church, VA
Kevin Chan, Alhambra, CA

TRY THIS!

MM'S THE WORD

To celebrate the new year, we've given Arena a new look. We're also ringing in 2000 with two grand quizzes related to the year two-grand. The letters MM are related to the new year since they equal 2000 in Roman numerals. But MM could stand for many game-related names, too. In this initial quiz of the new year, use the clues to figure out what MM is an abbreviation for in the gaming world.

1 A Psychic-type Pokémon
M________ M________

2 The Banjo-Kazooie world where Banjo becomes a termite
M________ M________

3 Beetle Adventure Racing's Vegas-inspired course
M________ M________

4 Dr. Wily's enemy
M________ M________

5 The star of Rare's Racing Adventure for Game Boy Color
M________ M________

6 The copycat attack used by Flying-type Pokémon
M________ M________

7 The NES alien invasion classic that features Dr. Fred and Nurse Edna
M________ M________

8 The N64 sidescroller that stars Marina Liteyears
M________ M________

9 Donald Duck's Super NES alter ego
M________ M________

10 Pokémon Pinball's Blue Field area where you can find Zubat and Paras
M________ M________

11 Tiny Kong's shrinking ability
M________ M________

12 A Super Mario RPG item that replenishes all HP
M________ M________

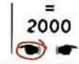
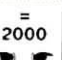
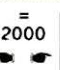
13 The tiny toy cars in the N64's top-down racing game
M________ M________

14 The N64 Mario Golf pro you unlock by winning all 108 Birdie Badges
M________ M________

THINGS THAT EQUAL 2000

MM equals 2000, but what else figures into the new year? Only one of the equations in each pair equals 2000. Tally up the game totals or make your best estimate to determine which item equals the year that, for 366 days, we'll have to get used to writing instead "1999."

Example

The number of Winks in GT Interactive's N64 adventure **X** 50	= 2000 	The cost of Mario Party's Magma Board **X** 2
1 The number of degrees in the title of an N64 snowboarding game + The number of degrees that's the title of an NES skateboarding game + The number of degrees Rob Haywood would spin when you press R plus Left on the Control Stick	= 2000	Pokémon Number of Mew + The year in which Duke Nukem: Zero Hour's Wild West world takes place + Pokémon Number of Bulbasaur
2 The cost of all of Watto's pit droids in *Star Wars*: Episode I: Racer	= 2000 	The cost of one Command and Conquer Mammoth Tank + The cost of one Command and Conquer Engineer
3 The cost of the Horn Drill in Pokémon	= 2000 	The total number of times the characters in the Pokémon cartoon series have fallen into a hole or off a bridge

Where Am I?



Donkey Kong 64 is a jungle of areas that gives explorers plenty to see. Take a gander at this first-person (first-ape?) view of the game to see if you can identify the area where DK is taking in the view.

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is February 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.

ANSWERS TO VOLUME 127

Where Am I?
Jungle Japes

Name That Snow Level
1. The Legend of Zelda: Ocarina of Time—Ice Cavern
2. *Star Wars*: Episode I: Racer—Howler Gorge
3. GoldenEye 007—Surface
4. Gex 3: Deep Cover Gecko—Holiday Broadcasting
5. Diddy Kong Racing—Walrus Cove
6. Banjo-Kazooie—Freezeezy Peak

Season's Greetings in Gaming
1. San Francisco Rush: Extreme Racing
2. Anakin Skywalker, Gasgano, Bozzie Baranta
3. Charmander, Jynx, Arcanine
4. Penny Racers & Jeopardy!
5. Chansey, Muk, Kangaskhan

If you thought Pokémon was the only game in town for catching, training, battling and trading monsters, then you should think again. Dragon Warrior Monsters from Enix and Eidos brings a new twist to the arena of monster madness.

DRAGON WARRIOR MONSTERS®

© 2000 Armor Project/ Bird Studio/Enix

EVERYONE E CONTENT RATED BY ESRB

WHERE THE WILD THINGS BRAWL

When a monster kidnaps Terry's sister and flees to the Kingdom of GreatTree, the young hero of Dragon Warrior Monsters is drawn into a grand adventure. Terry must recruit, train, battle and breed an army of monsters to win the Starry Night Tournament and free his sister.







HITCHHIKERS' GUIDE TO THE TREE



A RUDE AWAKENING

After Terry follows a creature named Whattabow to GreatTree, he meets the King and tells him about his kidnapped sister. The King agrees to help, but only if Terry becomes a Monster Master and wins the annual Starry Night Tournament.

The King's Favorite



To get started, you'll need a monster to help you recruit other monsters. Only monsters ever battle in DWM. The king volunteers one of his own monsters—a tentacled old critter named Hale.

AN EVIL PETTING ZOO?

There's nothing evil about the monsters in DWM. Many turn out to be valued companions once they join your stable. But Terry can travel with just three monsters at a time, so the rest of the monster crew has to wait at the Monster Farm.

Dragon Droppings



Look for a dragon in the sky above the Monster Farm. If you stand directly beneath it, the dragon will drop something for you to catch. The first drop is a valuable egg. Avoid the second drop.

Monster Daycare



Pulio will take care of Terry's excess monsters. When you recruit a new monster in the Mystic World, send it back to the farm and pick it up for training later.

The Pot of Gold



Treasure awaits at the western end of the Monster Farm. Look for the boy and his large pot. The boy puts items that he catches into the pot, and you can take them for your own use.

MONSTER MART

Traveling in the Mystic Worlds where the monsters dwell can deplete Terry's resources. Before venturing too far you would be wise to visit the Bazaar where you can purchase valuable items that will make the journey safer.

Words of Wisdom



The library in GreatTree is devoted to monster lore. You'll learn about monster families from the librarian and books. After collecting 100 monsters, a special collection will be opened up for you.

A Bazaar Place



The GreatTree Bazaar has people to talk to and items for purchase. The most important item early on is the BeastTail, which sells for 400 Gold. It points to the warp holes in the Mystic Worlds.

U-Store Inc.



If Terry loses a battle in DWM, he'll also lose all of his items and half his gold. To avoid this sort of disaster, you can store money and items in the Vault near the Bazaar.

SLIMEBORG IN LOVE

When you want to create new monsters from Slimeborgs, Horks or any of the 200 monster species in DWM, head to the lowest part of GreatTree after defeating the dragon. There you can breed new monsters from your party of monsters.

The Magic and Mystery



In the Shrine of the Starry Night is the Master Monster Tamer—the breeder of monsters. When two parent monsters have been selected and the Master writes it in the Journal, there's no going back.

What's in the Egg?

Visit the woman in the cave above the Shrine of the Starry Night. She can tell you the gender of the baby monster in the egg. She can change it's gender, as well.

THE MONSTER NURSERY

How do you make a better monster? Begin by selecting a monster from one of the nine families. The baby will belong to that family and share its attributes. Babies share the skills of both parents. Bred monsters evolve faster and reach higher levels than tamed monsters.



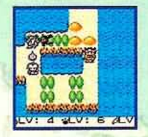
THE TRAVELS OF MONSTER POLO

THE MYSTIC WORLDS

Unfortunately, monsters aren't found in the world of GreatTree. Terry must pass through the Traveler Gates to reach the Mystic Worlds where the monsters live. Once there, he'll battle, capture and train monsters.

The Bite Club

In addition to wild monsters, Terry will meet other Monster Masters while exploring the Mystic Worlds. These fellows are anxious to test their monsters and are likely to engage Terry in battle.



Magical Maps

Every time Terry enters a Traveler Gate, the map of the Mystic World beyond will be different than on previous trips. The worlds exist on several levels, each accessible through warp holes.



Sanctuaries in the Wild

Although Terry can't save his progress in the Journal while in the wilderness, he can save when he enters a shop or treasure chamber. He can also stock up on supplies in some of these rooms.



SURVIVAL SKILLS

Surviving the many battles in the Mystic Worlds is no picnic. The single most important strategy is to build up the levels of the monsters in your party by fighting. The following tips should keep your party strong.

Venus and Mars

Include both male and female monsters in Terry's party to build up the levels of both. For successful breeding, monster pairs should be at level 10 or higher.



Extra Help

Monsters aren't the only resource found in the Mystic Worlds. Terry can pick up all sorts of items such as Herbs for healing, Warp Wings for escaping and Ribs for taming wild monsters.



Party Animals

The right mix of monsters is essential. Try to take at least one strong monster with one or two weak ones. In this mix, the strong can protect the weak while helping to build up their levels.

Monster Gossip

Talk to people in GreatTree to find out what types of monsters are found beyond which Traveler Doors. If you don't want to write it down, check out the location chart below.



Lighten Up

With so many goodies to pick up in the Mystic Worlds, it makes sense to keep room in Terry's inventory for the good stuff. Use or sell the minor items such as Herbs and Beef Jerky.



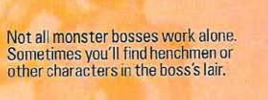
MONSTER TOURS

These charts list the many species of monsters and the Traveler Gate where you'll find them. Use these charts, along with the Monster Family charts later in the article, to learn all that you can about the monsters. The first number in the parentheses is HP and the second is MP.



Before going into battle with the boss at the end of each world, boost your party's power with items. Save your MP for the fight.





Not all monster bosses work alone. Sometimes you'll find henchmen or other characters in the boss's lair.

Villager

Anteater
Picky
Stubsuck
Gohopper
Gremlin
Pillow Rat

Dragon (90/60)

Memories

Goopi
Pillow Rat
Dragon Kid
Catapila
Picky
Fairy Rat
Spot Slime

Mad Cat (200/30)

Peace

Spot Slime
Coil Bird
Crestpent
Dragon Kid
Bone Slave
Almiraj
Bull Bird
Hork

Fang Slime (400/40)

Talisman

Anteater
Mini Drak
Spooky
Goopi
Picky

Golem (100/20)

Bewilder

Mini Drak
Big Roost
Dragon Kid
Spot Slime
Evil Seed
Demonite
Hork

Face Tree (400/100)

Bravery

Demonite
One-Eye Clown
Bean Man
Floraman
Sabreman
Giant Worm
Bull Bird

Big Eye (500/40)

BATTLE READINESS

STARRY-EYED

There's more to preparing for the Starry Night Tournament than just fighting wild monsters in the Mystic Worlds. In GreatTree, you'll find help and other quests and tasks that help you become a true Monster Master.

Rock-Paper-Scissors

The Goopi monster in the chamber behind the Arena likes to play this classic game. Goopi always plays in the same order, so you just have to memorize the order to beat him.



Monster Talk

Don't forget to talk to the monsters themselves when you meet them in the Arena and Farm areas. Many of these tame creatures have sage advice for young Monster Masters.



The Queen of Clubs

Once you defeat Goopi at Rock-Paper-Scissors, he'll open up a stairway to the Queen's Chamber. She'll send you on a quest and reward you if you bring her a prize.



THE ARENA

The Arena is where Terry can test his skill as a Monster Master against the other masters of the kingdom. He'll have to move up in rank through seven classes before he'll be able to open all the Traveler Gates and reach the Starry Night Tournament.

G-Class





Round	Monsters
ROUND ONE	Dracky, Anteater, Dracky
ROUND TWO	Slime, Stubsuck, Slime
ROUND THREE	Spooky, Hork, Spooky

F-Class





Round	Monsters
ROUND ONE	Spot Slime, Spot Slime, Spot Slime
ROUND TWO	Mud Doll, Almiraj, Mud Doll
ROUND THREE	Skull Raven, Putrepup, Skullroo

E-Class





Round	Monsters
ROUND ONE	Crestpent, Tree Slime, Poisongon
ROUND TWO	Drak Slime, Dragon, Fairy Drak
ROUND THREE	Snaily, Armorpede, Snaily

D-Class





Round	Monsters
ROUND ONE	Saccer, Florajay, Mad Plant
ROUND TWO	Medusa Eye, Mad Gopher, Medusa Eye
ROUND THREE	Mad Cat, Rogue Nite, Mad Cat

C-Class





Round	Monsters
ROUND ONE	Spiky Boy, Stub Bird, Spiky Boy
ROUND TWO	Healer, Rogue Nite, Healer
ROUND THREE	Box Slime, Rock Slime, Box Slime

B-Class




Round	Monsters
ROUND ONE	Hammerman, Hammerman, Hammerman
ROUND TWO	Ag Devil, Wind Merge, Tree Boy
ROUND THREE	Army Crab, Mad Dragon, Army Crab

A-Class




Round	Monsters
ROUND ONE	Fire Weed, Evil Beast, Wyvern
ROUND TWO	Grizzly, Lionex, Grizzly
ROUND THREE	Toadstool, Lipsy, Toadstool

Strength

Mud Doll
Tree Slime
Skull Rider
Fairy Drak
Wing Tree
Drak Slime

Stone Man (800/36)

Joy

Snaily
Gulpple
Saccer
Mad Pecker
Dark Eye
Babble
Mummy

Funky Bird (1200/160)

Happiness

Gasgon
Oniono
Pixy
Gophecada
Dead Nite
Stub Bird
Spiky Boy

Jamira (1600/175)

Labyrinth

Chamelgon
Cactiball
Tail Eater
Rock Slime
Gismo
Duck Kite
Ag Devil
Wind Merge

Dark Horn (2000/130)

Reflection

Evil Wand
Evil Beast
Shadow
Slimeborg
Lizard Man
Grizzly
Wyvern
Fire Weed
Mad Hornet
Lionex
Rot Raven
Jewel Bag

Durran (3000/330)

Anger

Giant Worm
Giant Slug
Poisongon
Cat Fly
Eyeder
Putrepup
Drak Slime

Battle Rex (1000/50)

Wisdom

Facer
Tonguella
Florajay
Pteranod
Armorpede

Sky Dragon (1200/150)



Temptation

Spiky Boy
Mommonja
King Cobra
Slime Nite
Stag Bug
Misty Wing
Dark Eye

Servant (1000/250)

Judgment

Weed Bug
Tree Boy
Hammerman
Mad Goose
King Slime
Droll
Lizard Fly
Giant Moth

Akubar (2000/400)



MONSTER MAGNETISM

THE MONSTER CLASH

At the heart of Dragon Warrior Monsters are the battles between Terry's party and other monsters. There are a few differences between fighting wild and managed monsters, but the first rule is to have the strongest party in the battle.

The Plan



In the Mystic Lands, begin your battle with a plan. You'll have four options for each monsters: Charge, Mixed, Cautious and Command. If you choose Command, you can Attack, Defend, or use a special skill or magic.

Mass Attack



During a difficult battle, you can gain a big advantage by using a skill that strikes all of your opponents at once. If you have a monster with such abilities, use the skill only when facing groups.

To Heal, or Not to Heal

If it's clear that you're going to lose a battle, switch off the game, return to your last saved position and start over. The alternative is to lose most of your items and gold. Remember to save your game often.

CATCH OF THE DAY

Another fine art in Dragon Warrior Monsters is the skill of catching wild monsters in the Mystic Worlds. The following tips will help you tempt and tease the wild monsters of your choice into joining your party.

Smaller Is Better



Your most powerful monsters may knock out a wild monster with one attack, and that won't give you a chance to coax the monsters into your fold. Command your biggest monsters to defend while trying to make a catch.

Monster Munchies



The way to a monster's heart is through its stomach. Use meat snacks such as Beef Jerky, Pork and Ribs to get the monsters to think kindly of you. The better the snack, the more likely the monsters will be to join you.

Selective Attacks

The last standing monster in a party will be the one that may join you. Weed out the ones you don't want by attacking them first. Use the Plan option to target your attacks.

FAMILY TIES

Each monster species belongs to a larger family of species with shared traits and abilities. It's good to know what these traits are when facing monsters in battle, and it's even more important to know the traits for breeding.

Devil Family


Demonite

These devilish little monsters are strong fighters with high HP, attack and defense strength. They can withstand strong attack magic and other special skills. Ogres, Demonites and Pixies belong to this family.

Bug Family


Droll

ArmyAnts, GoHoppers and Drolls all belong to the Bug Clan, an insectile family that is strong against poisonous attacks. The bugs have a great capacity for increasing their attack and defense strengths.

Slime Family


Spot Slime

Slimes may seem, well, slimy, but they're very supportive of other monsters during battles. They're also quick and grow rapidly. Spot Slime, Snaily, Healer and Metabble all belong to this family.

Dragon Family


Dragon Kid

As you might expect, the Dragon Family is strong when facing fire attacks, but these monsters also repel blizzard attacks. Every category is high for Dragons, but they grow slowly.

Beast Family


Anteater

Many of the Beast Family monsters resemble recognizable animals, but they have the power to resist special skills that lower monster parameters. They also have strong attack and high HP. Anteaters, Yetis and Grizzlies are all beasts.

Bird Family


Skull Raven

The Birds are speedy and grow quickly. They are strongest against thunder magic spells and special skills. Wyverns, Pickies and the Phoenix are all members of the Bird herd.

Plant Family


Evil Seed

You might not expect plants to be smart, but these monster plants have high intelligence and MP. They can grow to very high levels, as well, but they have low agility. The plant clan includes Evil Seeds, Fireweeds and Face Trees.

Zombie Family


Putrepup

This creepy clan has strong HP, but most of their other attributes are medium to low, and they're weak against such spells as paralysis. Horks, Spookies and Mummies are all from the Zombie Zone.

Materials Family


Goopi

This family consists of monsters that are made of non-biological materials such as mud and stone. As a result, they can resist cold and fire and they have very high defensive strength. Ice Men, Mud Dolls and Golems belong to this group.

THE CREATURE CATALOG

FEEBLE | WEAK | AVERAGE | GOOD | EXCELLENT

The numbers following the skills on the chart indicate the level at which the skill becomes available for use.

BEAST FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Ironturt							Cover 6, Strong D 15, Magic Back 17
Almiraj							Sleep 5, Berserker 15, Charge Up 15
Anteater							Lush Licks 8, Squall Hit 13, Metal Cut 13
Yeti							Ice Bolt 6, Ice Slash 12, War Cry 15
Hammerman							Charge Up 15, Evil Slash 16, Kamikaze 19
Wind Beast							Infernos 3, Ice Bolt 6, Vacuslash 12
Cat Fly							Slow 4, Stop Spell 10, Odd Dance 11
Wild Ape							Leg Sweep 7, Twin Slash 9, Call Help 18
Mad Gopher							Bird Blow 13, Zombie Cut 13, Charge Up 15
Mad Cat							Leg Sweep 7, Vacuslash 12, Squall Hit 13
King Leo							Fireball 4, Frigid Air 4, Bi Attack 20
Grizzly							Leg Sweep 7, Twin Slash 9, Squall Hit 13
Goategon							Fireball 4, Slow 4, Sleep Air 11
Super Ten							Hustle 19, KO Dance 21, Imitate 22
Skullroo							Drak Slash 13, Panidance 14, Charge Up 15
Gulp Beast							Ramming 13, Massacre 13, War Cry 15
Dark Horn							Sleep 5, Stop Spell 10, Psyche Up 13
Trumpeter							Sandstorm 11, Berserker 15, War Cry 15
Big Eye							Heal 2, Frigid Air 4, Ice Bolt 6
Pillow Rat							Sidestep 10, Ramming 13, Call Help 18
Fairy Rat							Slow 4, Surround 11, Slime Blow 13
Tonguella							Nap Attack 8, Lush Licks 8, Sleep Air 11
Saccer							Upper 3, Psyche Up 13, Palsy Air 17
Mommonja							Ice Bolt 6, Lure Dance 15, Mouthshut 18
Unicorn							Heal 2, Antidote 6, Vivify 15

DEVIL FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Arc Demon							Bang 5, Bolt Slash 12, Bird Blow 13
Akubar							Frigid Air 4, Bang 5, Focus 19
Mad Knight							Massacre 13, Beast Cut 13, Gigaslash 34
Goat Horn							Infernos 3, Bang 5, Ice Bolt 6
Ogre							Massacre 13, Metal Cut 13, Rain Slash 16
Orc							Sap 5, Bird Blow 13, Vivify 15
Eyeball							War Cry 15, Ironize 16, Magic Back 17
Gigantes							Zombie Cut 13, Charge Up 15, Evil Slash 16
Chop Clown							Vacuslash 12, Squall Hit 13, Twin Hits 18
Gremlin							Heal 2, Fireball 4, Stop Spell 10
Grendal							Cover 6, Fire Slash 12, Drak Slash 13
Gate Guard							Blaze 2, Cleancut 13, Thick Fog 23
Jamirus							Blaze 2, Tailwind 12, Bi Attack 20
Ag Devil							Sacrifice 2, Fireball 4, Sleep Air 11
Skull Rider							Leg Sweep 7, Fire Slash 12, Rain Slash 16
Centasaur							Magic Back 10, Fire Slash 12, Rain Slash 16
Dark Eye							Metal Cut 13, Radiant 13, Palsy Air 17
Evil Armor							Fire Slash 12, Bolt Slash 12, Drak Slash 13
Durran							Drak Slash 13, Bird Blow 13, Wind Beast 14
Pixy							Speed 2, Antidote 6, Twin Hits 18
One-eye Clown							Blaze 2, Fireball 4, Ice Bolt 6
Demonite							Blaze 2, Frigid Air 4, Fire Slash 12
Evil Beast							Fireball 4, Frigid Air 4, Ironize 16
Medusa Eye							Sap 5, Surround 11, Shears 13
Lionex							Infernos 3, Vacuslash 12, Heal Us 21

BIRD FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Bull Bird							Ramming 13, Shears 13, Charge Up 15
Big Roost							Sandstorm 11, Vacuslash 12, Dodge 19
Stub Bird							Bug Blow 13, Lure Dance 16, Twin Hits 18
Wyvern							Heal 2, Frigid Air 4, Sleep 5
Mad Goose							Odd Dance 11, Panic All 13, Lure Dance 15
Zap Bird							Lightning 11, Bolt Slash 12, Hell Blast 35
Duck Kite							Sleep 5, Panic All 13, Curse 16
Skull Raven							Tailwind 12, Drak Slash 13, High Jump 21
Mad Pecker							Infernos 3, Sap 5, Vacuslash 12
Dracky							Sleep 5, Antidote 6, Rob Magic 8
Rain Hawk							Strong D 15, Surge 24, Mega Magic 39
Florajay							Speed 2, Beast Cut 13, Lifesong 28
Phoenix							Fire Air 4, Tailwind 12, Squall Hit 13
Picky							Sap 5, Surround 11, Bug Blow 13
Funky Bird							Panidance 14, Hustle 19, Lifedance 31
Mad Condor							Fireball 4, Heal Us 21, Multicut 29
Blizzardy							Frigid Air 4, Ice Slash 12, Beat 17
Misty Wing							Surround 11, Eerie Light 15, Barrier 19
Land Owl							Infernos 3, Sidestep 10, Bolt Slash 12
Whip Bird							Ironize 16, Tatsu Call 21, Thick Fog 23

BUG FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Giant Slug							Whistle 5, Lush Licks 8, Dodge 19
Giant Worm							Step Guard 11, Odd Dance 11, Beast Cut 13
Catapila							Upper 3, Poison Gas 6, Thick Fog 23
Gohopper							Rob Magic 8, Charge Up 15, Call Help 18
Army Ant							Nap Attack 8, Call Help 18, Kamikaze 19
Army Crab							Upper 3, Metal Cut 13, Call Help 18
Armorpian							Zombie Cut 13, Evil Slash 16, Lure Dance 16
Butterfly							Surround 11, Curse 16, Call Help 18
Gophecada							Beat 17, Magic Back 17, Call Help 18
Digster							Suck All 14, Strong D 15, Farewell 33
Tail Eater							Poison Gas 6, Ice Slash 12, Radiant 13
Giant Moth							Paralyze 10, Radiant 13, Wind Beast 14
Weed Bug							Rob Magic 8, Barrier 19, Magic Wall 20
Droll							Slow 4, Step Guard 11, Shears 13
Stag Bug							Fire Air 4, Sleep 5, Leg Sweep 7
Mad Hornet							Poison Hit 6, Paralyze 10, Tailwind 12
Hornbeet							Bolt Slash 12, Devil Cut 13, Rock Throw 17
Eyeder							Heal 2, Fireball 4, Map Magic 11
Armorpede							Upper 3, Twin Slash 9, Twin Hits 18
Lipsy							Nap Attack 8, Lush Licks 8, Ahh 11

PLANT FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Evil Seed							Paralyze 10, Cleancut 13, Radiant 13
Oniono							Rob Magic 8, Sleep Air 11, Charge Up 15
Gulpple							Infernos 3, Sleep 5, Nap Attack 8
Fireweed							Blaze 2, Dechaos 7, Palsy Air 17
Stubsuck							Sleep 5, Step Guard 11, Zombie Cut 13
Amberweed							Twin hits 18, Barrier 19, Magic Wall 20
Cactiball							Paralyze 10, Odd Dance 11, High Jump 21
Face Tree							Stop Spell 10, Odd Dance 11, Curse 16
Dance Vegi							Sidestep 10, Lure Dance 15, KO Dance 21
Floraman							Fireball 4, Antidote 6, Curse Off 8

PLANT FAMILY MONSTERS (CONTINUED)

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Bean Man							Rob Magic 8, Map Magic 11, Twin Hits 18
Snapper							Stop Spell 10, Lure Dance 16, Call Help 18
Wing Tree							Step Guard 11, Zombie Cut 13, Farewell 33
Tree Boy							Heal 2, Ice Bolt 6, Curse Off 8
Toadstool							Nap Attack 8, Sleep Air 11, Mouthshut 18
Mad Plant							Slow 4, Sap 5, Numb Off 9
Maneater							Sleep Air 11, Drak Slash 13, Psyche Up 13
Herb Man							Curse 16, Dance Shut 17, Focus 19
Rose Vine							Blade D 15, Bi Attack 20, Ultra Down 22
Watabou							Whistle 5, Imitate 22, Chance 41

SLIME FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
King Slime							Heal 2, Vivify 15, Barrier 19
Gold Slime							Surge 24, Big Bang 37, Chance 41
Rock Slime							Strong D 15, Rock Throw 17, High Jump 21
Slime							Fireball 4, Radiant 13, Mega Magic 39
Snaily							Ice Bolt 6, Numb Off 9, Call Help 18
Tree Slime							Sap 5, Paralyze 10, Sleep Air 11
Slime Nite							Heal 2, Upper 3, Beast Cut 13
Fang Slime							War Cry 15, Charge Up 15, Call Help 18
Slimeborg							Lightning 11, Blade D 15, Rain Slash 16
Slabbit							Whistle 5, Leg Sweep 7, Sidestep 10
Drak Slime							Fire Air 4, Suck Air 18, Be Dragon 28
Metabble							Sacrifice 2, Fireball 4, Bang 5
Wing Slime							Tailwind 12, Squall Hit 13, Windbeast 14
Babble							Poison Hit 6, Surround 11, Eerie Light 15
Spot King							Nap Attack 8, Cleancut 13, Mouthshut 18
Spot Slime							Lushlicks 8, Call Help 18, Imitate 22
Healer							Heal 2, Upper 3, Heal Us 21
Box Slime							Blaze 2, Upper 3, Ramming 13
Metal King							Bolt 7, Ironize 16, Hell Blast 35
Metaly							Blaze 2, Ice Bolt 6, Beat 17

ZOMBIE FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Putrepup							Slow 4, Sap 5, Magic Back 17
Wind Merge							Infernos 3, Curse Off 8, Barrier 19
Mad Spirit							Sleep Air 11, Radiant 13, Thick Fog 23
Skeleton							Sap 5, Bird Blow 13, Bi Attack 20
Hork							Lush Licks 8, Poison Gas 10, Eerie Light 15
Spooky							Lush Licks 8, Radiant 13, Mouthshut 18
Reaper							Devil Cut 13, Eerie Light 13, Curse 16
Dead Noble							Beat 17, Heal Us 21, Tatsu Call 21
Shadow							Frigid Air 4, KO Dance 21, Thick Fog 23
Dead Nite							Heal 2, Numb Off 7, Curse Off 8
Skullgon							Frigid Air 4, Twin Slash 9, Ice Slash 12
Dark Crab							Step Guard 11, Ironize 16, Magic Wall 20
Nite Whip							Fire Air 4, Lightning 11, Wind Beast 14
Boneslave							Bang 5, Bolt Slash 12, Bird Blow 13
Servant							Blaze 2, Ice Bolt 6, Focus 19
Mudron							Heal 2, Vivify 15, Beat 17
Copycat							Odd Dance 11, Transform 22, Imitate 22
Mummy							Paralyze 10, Evil Slash 16, Call Help 18
Rot Raven							Lightning 11, Bolt Slash 12, Kamikaze 19
White King							Infernos 3, Bolt 7, Chance 41

DRAGON FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Andreal							Infernos 3, Poison Hit 10, Surround 11
Wingsnake							Poison Hit 10, Squall Hit 13, High Jump 21
Chamelgon							Paralyze 10, Panic All 13, Palsy Air 17
Tortragon							Lightning 11, Ironize 16, Magic Back 17
King Cobra							Poison Hit 6, Curse 16, KO Dance 21
Great Drak							Frigid Air 4, Ice Slash 12, Suck All 14
Coatol							Bang 5, Bolt Slash 12, Evil Slash 16
Minidrak							Sandstorm 11, Running 13, Call Help 18
Divinegon							Frigid Air 4, Meditate 27, Big Bang 37
Sky Dragon							Fire Air 4, Suck Air 18, Multicut 29
Swordgon							Cleancut 13, Blade D 15, Rainslash 16
Spikerous							Berserker 15, Rock Throw 17, Kamikaze 19
Crestpent							Poison Hit 6, Stop Spell 10, Bedragon 29
Dragon							Fire Air 4, Fire Slash 12, Suck All 14
Dragon Kid							Fire Air 4, Sleep Air 11, Dodge 19
Mad Dragon							Massacre 13, Lure Dance 15, Evil Slash 16
Battle Rex							Fire Air 4, Metal Cut 13, Evil Slash 16
Gasgon							Sacrifice 2, Berserker 15, Farewell 33
Fairy Drak							Lush Licks 8, Sleep Air 11, Surround 11
Pteranod							Fireball 4, Tailwind 12, Wind Beast 14
Poisongon							Poison Hit 6, Lush Licks 8, Poison Gas 10
Orochi							Fire Air 4, Fire Slash 12, Bi Attack 20
Rayburn							Poison Hit 6, Vacuslash 12, Devil Cut 13
Lizard Fly							Fireball 4, Fire Air 4, Wind Beast 14
Lizard Man							Beast Cut 13, Evil Slash 16, Gigaslash 34

MATERIAL FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Mad Mirror							Map Magic 11, Stop Spell 17, Transform 22
Evil Pot							Sleep 5, Cover 13, Beat 17
Stone Man							Cover 6, Suck All 14, Meditate 27
Evil Wand							Frigid Air 4, Dechaos 7, Map Magic 11
Jewel Bag							Fireball 4, Stop Spell 10, Panic All 13
Mad Candle							Blaze 2, Whistle 5, Psyche Up 13
Gismo							Fire Air 4, Frigid Air 4, Suck Air 18
Roboster							Squall Hit 13, Rain Slash 16, Bi Attack 20
Gold Golem							Tatsu Call 21, Surge 24, Big Bang 37
Golem							Psyche Up 13, Charge Up 15, Strong D 15
RogueNite							Heal 2, Metal Cut 13, Evil Slash 16
Facer							Sacrifice 2, Infernos 3, Lifesong 28
Spiky Boy							Sacrifice 2, Slime Blow 13, High Jump 21
Mud Doll							Sidestep 10, Odd Dance 11, Hustle 19
Coil Bird							Dechaos 7, Numb Off 9, Suck All 14
Curse Lamp							Speed 2, Upper 3, Twin Hits 18
Bomb Crag							Sacrifice 2, Meditate 27, Farewell 33
Balzac							Bang 5, Bolt 7, Multicut 29
Sabreman							Rob Magic 8, Paralyze 10, Devil Cut 13
Ice Man							Frigid Air 4, Ice Bolt 6, Strong D 15
Goopi							Leg Sweep 7, Call Help 18, Dodge 19
Voodoll							Sap 5, Surround 11, Panic All 13
Mimic							Blaze 2, Step Guard 11, Beat 17
Metal Drak							Sandstorm 11, Massacre 13, Rock Throw 17
Lava Man							Blaze 2, Fire Air 4, Cover 6

A GAME OF MONSTROUS PROPORTIONS

The tips and charts in this review should help you on your way, and don't forget that DWM uses the Game Link for fighting and breeding monsters with other Monster Masters. It's a bit more serious than Pokémon, but RPG fans will love the experience.

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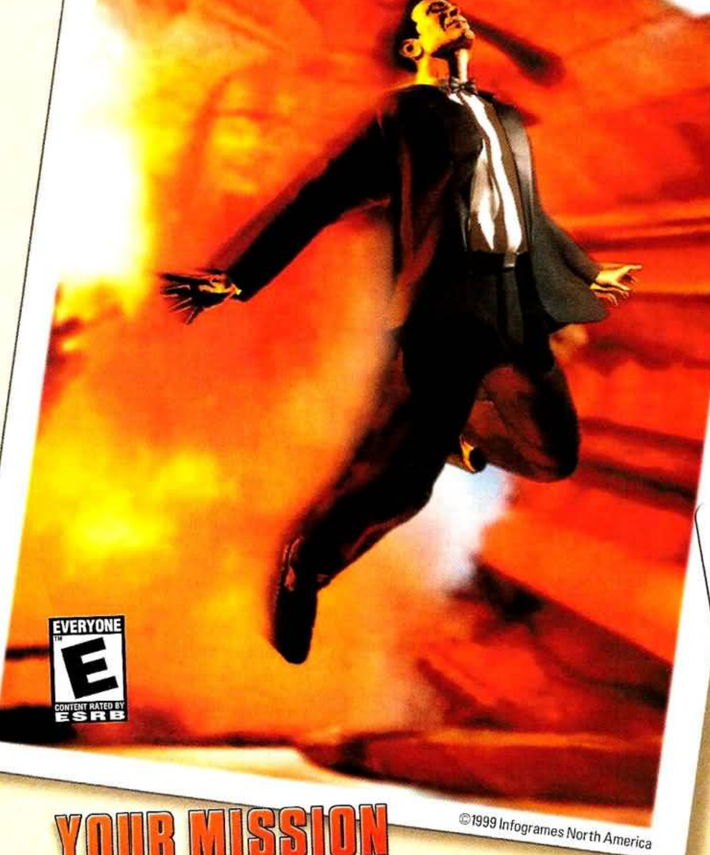
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MISSION: IMPOSSIBLE



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In the world of spies and covert operations, the exploits of Ethan Hunt have become the stuff of legends. Now, Infogrames gives you a chance to become a legend, too.





YOUR MISSION

Ethan Hunt, a master of disguise and an expert at extricating himself from impossible predicaments, has ten tricky missions ahead of him in this action-packed Game Boy Color adventure from Infogrames. This Mission: Impossible departs from the movie with all-new missions. Ethan has many skills in his bag of tricks, including several that appear automatically on your B Button menu at the bottom of the screen when it's time to perform skilled operations such as using equipment, disarming bombs or unlocking doors. You may not know some of your mission objectives at the outset of the mission, but your contacts will fill you in on the details as you go. Large characters and detailed environments add to the sense of realism, and the game even manages to squeak out a reasonably good rendition of the cool M:I theme music. M:I isn't overly deep, but you'll probably keep it handy anyway, because the Game Pak also includes some cool personal data gizmos and other surprises.



MISSION 1

General Reznik is planning terrorist actions against the civilized world, kidnapping UN inspectors and building nuclear missiles. Ethan's first mission is to infiltrate the General's HQ and steal his database. The mission is fairly easy, a good training level that teaches the basics of covert ops.

- ☐ Find the statue
- ☐ Go to the safehouse
- ☐ Cross South Bridge
- ☐ Find the Ministry of Information
- ☐ Copy the database from the computer





Undercover



Enemy agents are always on guard, looking for suspicious characters. When you see a guard, quickly move out of sight. Learn their patrol patterns.

Nowhere to Run



Sometimes you can't hide from the security patrols, or you might accidentally step into the view of an agent. If your cover is blown, you have two options—you can fight or you can run. Running usually is the better option, because the alarm will turn off after a short time. If you fight, you run the risk of alerting still more guards.

1 Make Contact



Cross the north bridge and head left and down one block to the statue. You'll receive another message from your contact when you arrive.



2 The Safehouse



Your secret contact tells you to go back across the bridge to the safehouse. Look for a dark gray building and step up to the door to get your briefing.

3 South Bridge



Take South Bridge this time, crossing over to the left bank once again. Head to the lowest street and look for another gray building. Keep your guard up.

4 The Ministry



When you reach the Ministry, you'll hear a beeping noise that indicates that the key has been activated. Push the B Button to use the key and enter the building.

5 The Data



Keep out of the guards' line of sight, staying to the left side of the room, and don't panic if you hear an alarm. Look for a cubicle with no chair and download the data.

MISSION 2

After Ethan recovers the data disk in the first mission, you'll discover that the information is encrypted. The only way to read the disk is to get the code book from the General's desert camp and photograph the key page. The gymnastics in this mission include using a hook to climb onto a roof and dropping down into the office through a skylight. Don't get famous.

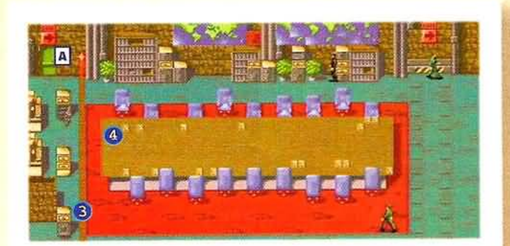
- ☐ Find the General's Quarters
- ☐ Climb to the roof and enter through skylight
- ☐ Find and open the safe
- ☐ Photograph the book
- ☐ Get out undetected



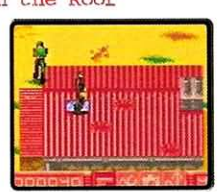
1 General Info



The General's Quarters are on the far side of the compound from your drop site. Take the southern route, stealing along the buildings and keeping out of sight.



2 Fiddling on the Roof



When you reach the door of the General's Quarters, use the hook to reach the roof. Go to the skylight and stand in the middle. If nothing happens, move around slightly.

Armed Guards



At the right end of the long room is a guard with an itchy trigger finger. Stay away from him for now.

3 A Safe Place



Crawl under the laser beam and move around until your stethoscope icon lights up. Use the stethoscope to open the safe.

4 Candid Camera



Go back to the right. Your camera icon will flash when you reach the head of the table. Snap a photo of the code book.

5 Escape



The exit for the room is far to the right. Dodge the guard, then get out of the building. Return along the same route that you used to the camp.

MISSION 3

Now that you know what the General is up to with his planned missile launch, it's up to you to stop him. The only way to do that is to sabatoge the test missile. You'll need a disguise and a special tool that's stored on the missile base. As always, if captured, the secretary will disavow any knowledge of your actions.

- ☐ Wait for the call
- ☐ Pick up the disguise, tools and supplies
- ☐ Sabatoge points on the missile
- ☐ Return to pickup site





1 Call Waiting



Move around to the south side of the oasis and take the phone call from your mission director.

2 The Mechanic



At the bottom of the map, go to the first building and pick up the mechanic's overalls that will serve as your disguise.

3 Tools & Supplies



You'll find a special tool for opening the access panels on the missile in the second building and more tools to complete your disguise in the Supply Shed.

4 The Warehouse



The missile is stored in the warehouse to the north. Enter the building by the east door. Although the west door seems open, it isn't. Watch out for guards.







Walk slowly along the catwalk close to the missile. When the tool icon flashes, stop and sabotage the missile. Repeat this action five times, then get out.

6 To the Oasis

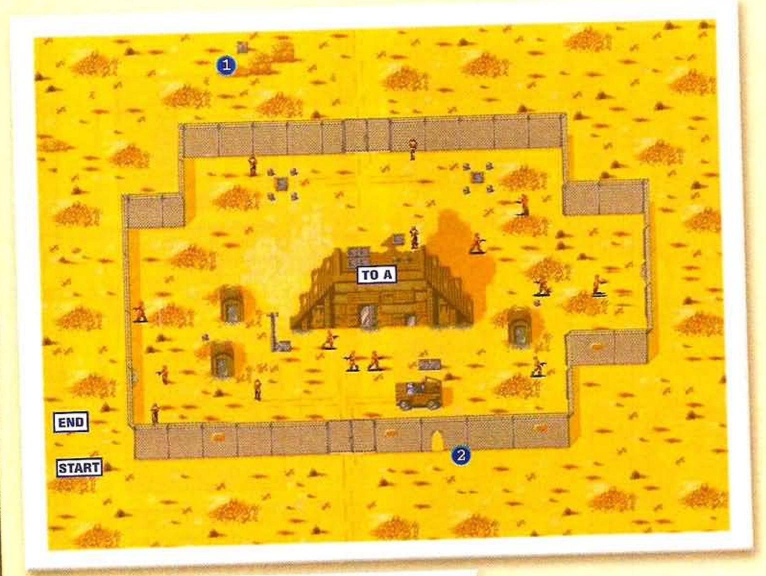


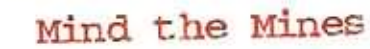
After sabotaging the missile, you'll have to escape back to the northwest side of the oasis near the palm tree. You can head almost directly west from the warehouse.

MISSION 4

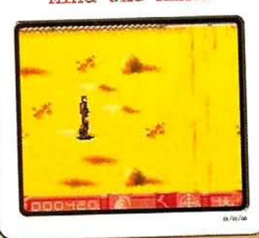
The terrorists have more equipment in another desert base nearby. As an afterthought, your director instructs you to destroy the stockpile using explosives. You'll have to find the explosives and place them in a guarded building.

- ☐ Find the explosives
- ☐ Find a way into Camp
- ☐ Enter the building though the roof
- ☐ Place the explosives in the room
- ☐ Return to the drop site





Mind the Mines



The sands around the base have been planted with mines, so proceed slowly and listen for the warning buzzer of your mine detector. When you hear it, back up and skirt around the mine.



1 An Explosive Find



The explosives are in a metal crate located northeast of your starting position. Go there first and pick up the explosives for your demolition work.

2 The Hole



The approaches to the hole in the southern fence are along the fence itself. All other paths are blocked by land mines. Move very cautiously in this area.

Do the Crawl



Many guards patrol inside the base. The only way to stay out of sight is to stay underfoot. Crawl to the building, pausing behind cover when guards venture nearby. You'll enter the building through the roof vents.

3 Blow the Equipment Room





Crawl and jump to avoid the alarm beams, and stay out of sight of the guards. You'll have to circle around through some hallways to reach the equipment room where you'll place the TNT.

MISSION 5

Even though you've managed to disrupt General Reznik's plans, the *Mission: Impossible* team needs more information on the terrorists' activities. In this mission, you must infiltrate an embassy and plant a listening device inside.

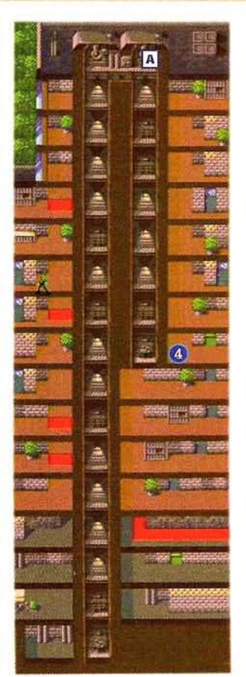
- ☐ Find the Embassy
- ☐ Climb the nearby building and jump to the Embassy from the roof
- ☐ Locate the Elevator Control Room
- ☐ Descend the east elevator shaft and place the bug in a hallway
- ☐ Return to the drop site on the roof



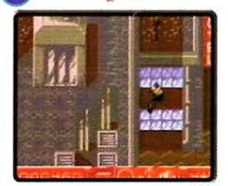
High Security



The streets around the embassy are crawling with enemy agents, and the best way to evade them is to do some crawling of your own. If you crawl next to walls, they won't see you.



1 A Top Secret



Use the grappling hook to climb up to the hotel roof, then move to the east and south to reach the jumping point to the embassy roof.

2 The Big Jump



Although you can't jump by pushing the A Button, you can make the leap to the embassy if you get a running start at location #2 on the map. You'll automatically jump to the embassy.

3 The Right Shaft



You'll find two shafts inside the elevator control room on the top of the embassy. Choose the east shaft and start climbing downward.

4 Bug the Hallway



Using the suction cups, climb to the bottom of the shaft. Your listening device icon will start to flash, indicating that you're at the right place to leave the bug.

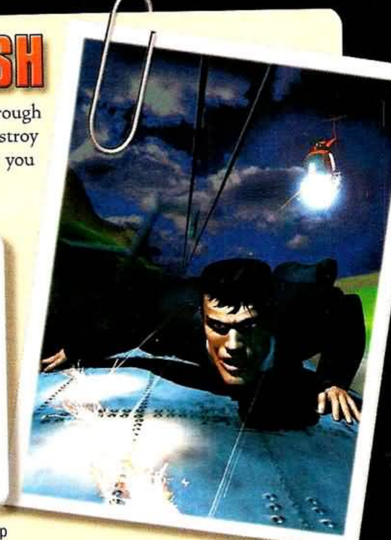
5 Down and Out



Use the other elevator shaft to reach the street. On your return trip to the exit point, use the same crawling technique as before to stay safely out of sight.

SHOULD YOU CHOOSE TO FINISH

If you choose to accept the following missions, you'll have to guide Ethan through increasingly difficult stages such as a return to the missile base where you must destroy a nuclear warhead. The maps get larger, and there are more enemies the further you progress. Just keep in mind that nothing is impossible.



The Compound



In Mission Six, Ethan has to find a weak spot in the wall and dig into a military compound. Follow the streets to the southern part of town then search for the wooden fence shown above.

Blow up the Generator



Your final task in Mission Six is to blow up the generator. Place your TNT near this building, then hightail it to the southeast corner of the base to escape.

USING THE AGENT ORGANIZER

When you've had enough of the cloak and dagger of the missions, Mission: Impossible offers another option—the Agent Organizer. The programs of the AO are like the gadgets that a spy might carry. You can keep secret notes, calculate mathematical problems, send remote messages and even control other electronic devices. You can do all this in one of the three included languages—English, French and Spanish—which is true of the game, as well. The Game Pak also saves your Agent Organizer data and one game file. Whether you're playing the M:I missions or using the Agent Organizer, there's a lot of fun packed into this small Pak, but it's so sophisticated that it works only on Game Boy Color.

Secret Files



The Secret Files are organized by Addresses, Messages and a Notebook. You'll need the manual to figure out how it works, so hang onto it.

Remote Control



This is the coolest part of the Organizer. You can use the Infrared Port to program your Game Boy Color to operate your TV, VCR, satellite or stereo like a remote control.

Calculator



The handy calculator in the Agent Organizer lets you do basic math such as addition, subtraction, multiplication and division.

Transmission



The final feature requires two people to have copies of Mission: Impossible so they can send messages to one another. The transmission distance is limited to a few feet in most cases.

Make 200 New Best Friends!

Over 200 cute & cool monsters to collect

Breed with your friends' monsters too

Explore *The Mystic World* in Terry's adventure

Challenge your friends with trained monsters

Randomly generating dungeons in *The Mystic World*

FEATURES:

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- Play solo, or connect two Game Boys together to battle and breed with your friends' monsters
- A spin-off of Japan's best selling RPG game, Enix's Dragon Quest

DRAGON WARRIOR MONSTERS

GAME BOY COLOR



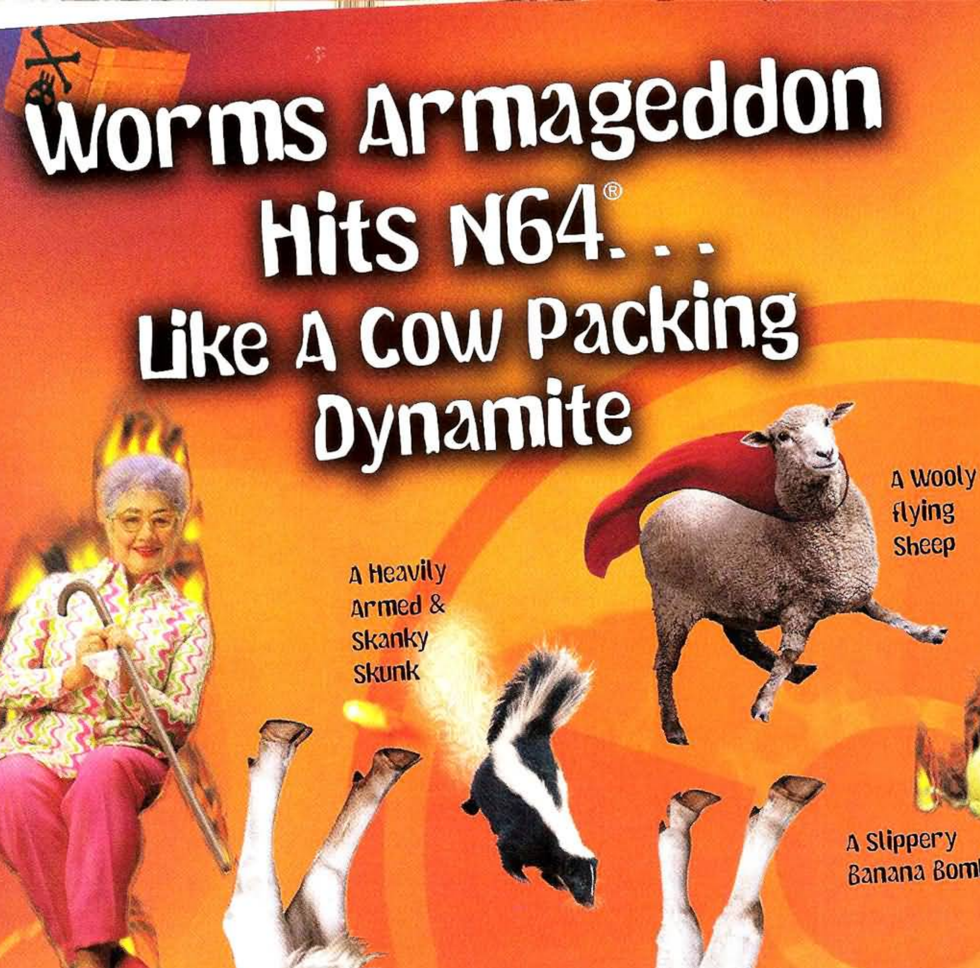
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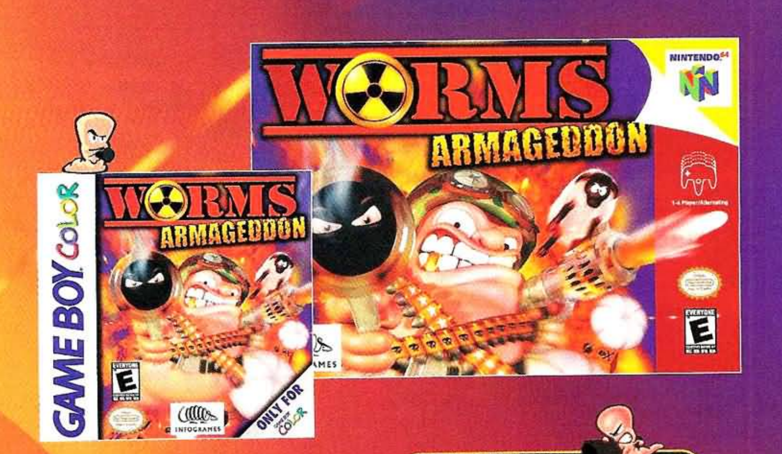




A Cranky Old
Woman

The mad cow

It's Still War,
just Not Your Usual Weapons



WORMS ARMAGEDDON FOR N64. . . 'DIS IS NO FISHING GAME. THE ULTIMATE TEST OF STRATEGY PITS WORM VS. WORM ON 44 BATTLEFIELDS FOR 1-4 PLAYERS. IGNITE 41 SPECIAL WEAPONS, LIKE HIGHLY FLAMMABLE OLD LADIES AND BOUNCY BANANA BOMBS, AS YOU INCH YOUR WAY TO VICTORY. IN MULTIPLAYER MODE, CREATE UNLIMITED ADDITIONAL LEVELS FOR NON-STOP PLAY. WORMS WITH WEAPONS. . .TAKE THE BAIT.















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GEX 3™

DEEP ~~COVER~~ POCKET GECKO

HE'S A MEAN, GREEN, GENRE-BUSTING MACHINE. GEX THE SECRET AGENT GECKO HAS DARTED ONTO THE GAME BOY COLOR WITH A NEW MEDIA-DRIVEN ADVENTURE. NINTENDO POWER'S MISSION BRIEFING MAY JUST KEEP YOUR SLIMY HIDE OUT OF HARM'S WAY.

XTRA XCITEMENT

Eidos has taken Gex out of deep cover and shrunk him down to pocket size for the Game Boy Color. The back story remains the same: The gecko's arch-nemesis, Rez, has kidnapped the beautiful Agent Xtra, spiriting her away from Gex's underground lair. Now she's trapped in the Realm of Rez, a cheesy netherworld of bad movies and badder villains. Her plight does not sit well with Gex, whose cold blood has heated to a rolling boil for revenge. Dipping into his bag of disguises, the lizard of 1,000 faces sets out to infiltrate each world, finding remote controls that will lead him to his girlfriend. You'll find plenty of tail-bouncing adventure in this platformer, which brings loads of color to the small screen. Beam into the action, because no couch potato is going to beat this game.

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SPY SUPPLIES

Unlike most spies, Gex doesn't carry any gadgets. All he usually has to work with is a clever disguise and his whiplike tail. It can be tough for an undercover agent to stay healthy under dangerous conditions in the field, so he'll need to snap up some supplies along the way. Luckily, these power-ups appear in the places where Gex needs them most.

GREEN FLIES



Whack the green TV to release one of these flies, but be sure to eat it with Select before you're attacked. One hit and it's gone.

PURPLE FLIES



Purple Flies will give you an extra life, so check your password after you grab one. You'll have the life the next time you play.

BLUE FLIES



Your tail will become a formidable weapon after you grab Blue Flies. Certain enemies can be defeated only by using Blue Fly power.

GEX PAWS



Make an addition to your life line with Gex Paws. If you've taken a hit, you'll get your paw back. If not, you'll get an extra paw.

FLY COINS



You'll find Fly Coins all over the place, but some of them are hidden away. Find 100 on each level to get extra remotes.

TO THE GEX CAVE!

You can access the different channel missions from a secret underground control room. As you collect more and more remotes, you'll be able to access different missions. Three different control rooms house the Mission Pads, which will be active when the spinning remote drops down. You'll automatically teleport into the channel when you stand on the pad.

MAIN CONTROL ROOM



CONTROL ROOM 1



The door on the lower level of the main control room will take you to your first two missions. Whack the first remote above the door with your tail then head to the Holiday TV remote pad for some frosty fun.

CONTROL ROOM 2



You will find four channel missions and a Bonus Pad in the next control room. As you accumulate Bonus Coins, you'll be able to play bonus games for extra remotes.

CONTROL ROOM 3



You'll find the path to your final confrontation with Rez through the third control room door. You'll also find other adventures to pursue and a mysterious spacecraft.

CONTROL ROOM 1

The two missions you'll uncover in Control Room 1 will both give you chills—but in different ways. Each will provide a good test for your newfound gecko skills and prepare you for the tough challenges ahead. But up your overcoat and get to it.

HOLIDAY TV: TOTALLY SCROOGED

- CREATE FIVE ICE SCULPTURES
- WHACK THE TWO ICESKATING ELVES
- DEFEAT THE EVIL SANTA

Something is rotten in Santaland, and it isn't that ancient fruitcake grandma sent you. Bundle up your clammy green skin, then start walking in a wonderful winter warzone. The tiered landscape will give you plenty of spills and thrills as you bounce among the icy slopes, clouds and tree branches. Don't worry about falling down, but avoid the holes on the bottom.







SHAVING POINTS

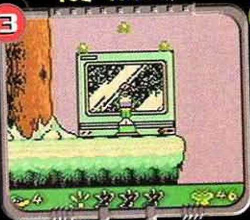


Five gecko-sized mounds of ice are scattered about the winter landscape. Use your tail to carve them into a Gex-shaped statue.

DIRTY BIRDS

You'll have to be quick in a direct attack against the penguins, but it's easy to swat them out of the air when they jump.

ICE TROPHY



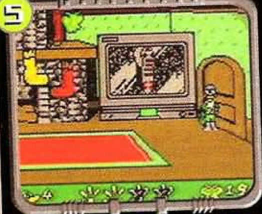
Your reward for carving the ice sculptures is a remote near a tree, just up the clouds in the upper-right corner.

TAIL CHECK



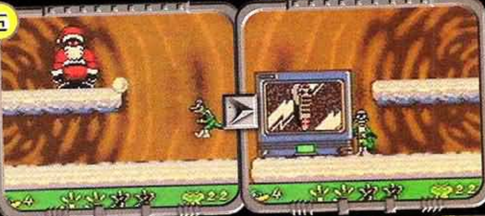
The two skating elves can do some damage, but you should be able to knock them off their feet with a few tail attacks.

HOUSE HUNTING



Check the doors to the houses you run across. You'll find a remote inside one house and Fly Coins in some of the others if you've whacked the two elves.

SANTA BARBAROUS



Santa's evil twin is hiding out in a cave at the top of the level. Don't try to attack him. Instead, wait for him to throw a snowball then swat it back at him with a twist of your tail.

Mystery TV: Clueless in Seattle

● Survive the Hedge Maze ● Break Three Blood Coolers ● Steal the Magic Sword

There are dangerous things afoot, afloat and aloft in this haunted mansion. Don't worry—Sherlock Gex is on the case. Disguised in cap and cloak, you'll search through the doors and secret passageways for clues that may lead you to Agent Xtra. The truth is in there, but the way isn't always obvious. Don't get lost—Follow our trail of digital breadcrumbs.



Way to the Maze



The lower right-hand door in the house will take you to a maze. Navigate the hedgerows to the lower right-hand side to get to the room with a remote.

Blunderbussed



Watch out for the hunters patrolling the maze. It's hard to say what type of prey they originally were hunting, but they'll settle for a gecko.



Eat a Bug



As you travel through the maze of life, don't forget to stop and eat the Purple Flies. In the case of this maze, don't forget to hit the Purple TV for an extra life.

Don't Drink It



No, that isn't red punch in those water coolers. The refreshing water has been replaced with fresh blood. You'll need to smash all three coolers with your tail.

Secret Room



Be sure to explore the room on the first floor before you move on. The hidden room above it holds the last Blood Cooler and a remote for smashing all three.



Ghostly Knight

You'll need to make a big bouncing jump across the stairwell to get to the checkerboard chamber of the armored ghost. Avoid his phantom energy blasts as he floats around the room, then try to whack him with your tail. Once he's been exorcised, steal into the next room to steal his magic sword. You won't need to go far to find the remote.

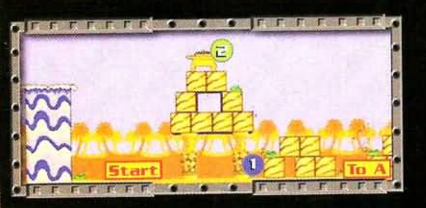
CONTROL ROOM 2

You'll take two trips to the desert in the second control room, but the arid climate is the only thing Tut TV and Western Station have in common. The next show you flip to, Anime Channel, has even less in common with them—aside from challenging play.

TUT TV: HOLY MOSES!

- RECOVER THE THREE STAFFS OF RA
- RELEASE THE SPIRITS FROM THE THREE LOST ARKS
- RIDE THE RAFT TO THE ANCIENT TEMPLE

The swirling Egyptian sands are filled with many pitfalls for our intrepid Gecko. If you want to make it to the top of the pyramid and beyond, you'll have to jump with care—or you might get impaled on spikes or swept away by a raging river.





SNAKE STOMPING



Spitting cobras litter the landscape, but they're easy to defeat once you learn the best method. Avoid their spit wads then stomp them.

SPIRIT AWAY



Just jump on the Lost Arks to release the spirits inside. The first Ark is on a ledge at the beginning of the level; the others are in the pyramid.

HELPING HAND

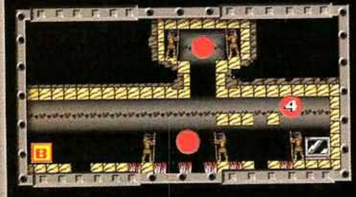


The creepy hand on top of the pyramid can be a friend or foe, depending on how you handle it. Make its pounding count.

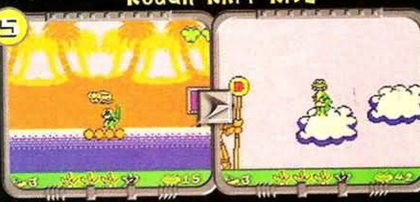
GIMME A RA



Open a sarcophagus to find rooms holding the three Staffs of Ra. Be sure to smack them with your tail when you reach them.



ROUGH RAFT RIDE



Make your way down to the bottom-right corner of the pyramid to reach the raft launch. Don't jump too much your first time through—just hunker down and get to the other side. On one of your trips, remember to cloud-hop to a Bonus Coin.

REMOTE REWARD

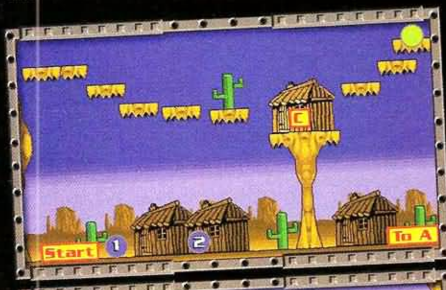


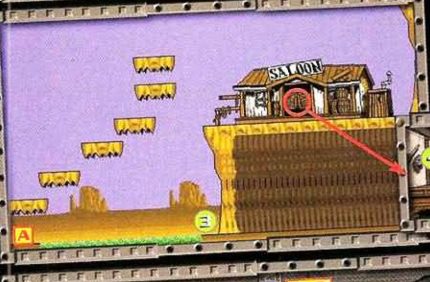
After fighting your way across the water—dodging and whacking bees—you would think you'd get a break on the other side, and you'd be right. Climb the temple steps to find the remote.

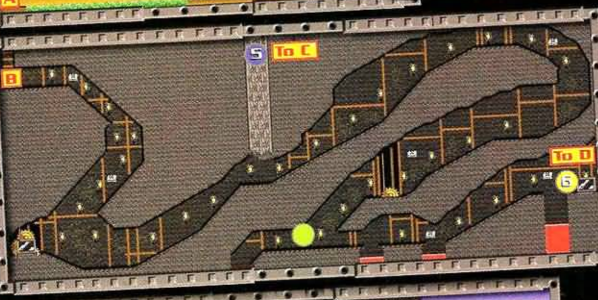
Western Station: The Organ Trail

- Visit the World's Largest Poop Mound
- Collect Five of a Kind
- Survive the Old Mine

Gex is recast in this level as the Gecko with No Name. You'll have to take him through a tough mining town to retrieve the prized remotes. There are plenty of critters that can hurt you, but the major danger is falling down a hole.









Thorny Problem

Whatever happened to plain old stationary plants? The cacti in this town like to sneak up on you, and you should let them. Walking past them can be painful.

Cabin Fever

Check all the doors: There's gold in them thar cabins. Okay, there isn't any gold, but there are plenty of Fly Coins to collect by bouncing around the rooms.

High Road

You can take the high road to get to the playing card below the cliff, but you'll have to hop across the drink to get back. It may take a few tries.

Bar Brawl



Mean-spirited animals have overrun the old saloon. You'll have to fight your way across the room to get to the mine entrance and the card on the bar.

Survival

After getting past the mob of armadillos, all you need to do is hop a couple of chasms for the remote. Of course, if you fall in, you'll have to start over.

To the Poop



You'll happily recall the stepping stones outside once you get to their subterranean counterparts. Keep working on your timing. You'll get there.

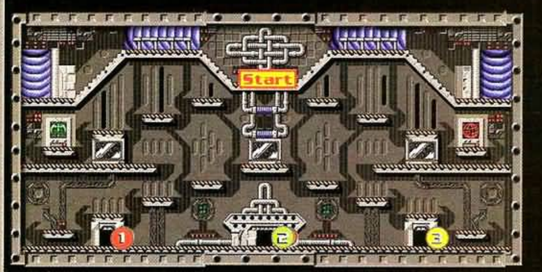
Go Vertical

You'll notice a pathway leading straight up from the mine shaft. Climb up to the top to get back where you started but at a higher altitude.

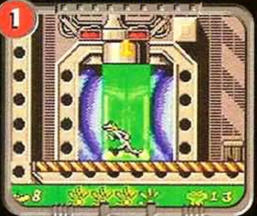
Anime Channel: When Sushi Goes Bad

Destroy Three Alien Culture Tubes · Deactivate the Planet-o-Blast Weapon · Find and Destory The Rogue Mechs

At first, the steel girders and ramps of the Anime Channel may remind you of the safety of the Gexcave, but you'll soon discover the dangers of this alien spaceship. Creatures not of this earth hover around every corner, ready to end the life of an intrepid lizard. Stay clear of the dripping green goo, too—it doesn't wash off with soap and water.



Down the Tubes



The aliens are pumping their foul green goo from three alien culture tubes on their ship. You'll have to run through a gauntlet of dripping toxins to enter the area, but destroying the tubes is just a matter of smashing them with your tail.

Domo Arigato



You'll have to make several return trips to the Blue TV to power up your tail before taking on the Rogue Mechs. Wait to swallow the fly until just before you attack, then give the robots three tail whacks to knock off their heads.

Smash Blaster



After beating the Mechs, you'll be able to access the Planet-o-Blast controls in the next room. Find the control box then jump up and down on it until the controls are deactivated. Otherwise, the next unlucky planet could be your own.

BONUS

The bonus pad in Control Room 2 will take you back to the familiar frozen territory of Holiday TV. This time around you'll have to race the clock on your snowboard to win a remote.

Elf Belting



Defy the laws of physics by steering your snowboard up the slopes, then go after the pointy-eared menace. Make sure each elf falls down before you move on to the next one.

Take a Dive



After you've dropped all the elves—and check for extra time power-ups in the houses—slide over to the top-right side to fall to the bottom. There's a remote down there.

CHANNEL SURFING

If you think you've seen everything that's on TV, you're wrong. Gex will have to move through even tougher televised adventures before he can free Agent Xtra. After throwing your weight around in the WWGEX wrestling ring, you can head over to Control Room 3 for your final set of missions. First up, you'll get a chance to perform heroic feats in a city under siege. The Superhero Show turns you into a costumed crime fighter, pitted against the forces of chaos. If you survive, you'll move on to your final confrontation with Rez.



NOT AS SEEN ON TV

HERE'S 3 NEW WAYS TO SCREW AROUND AND ACCOMPLISH NOTHING!

















GOOF-OFF ANYTIME, ANYWHERE!



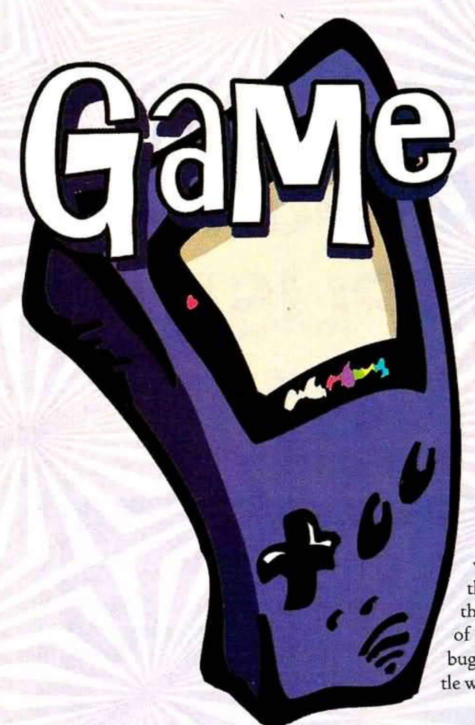
"I've been canned from my last 4 jobs! THANKS, 3DO!"

Clifton Beaumont III
ATLANTA, GA

FROM! 3DO
www.3DO.com



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Game Boy a-Go-Go

Plenty O' Paks

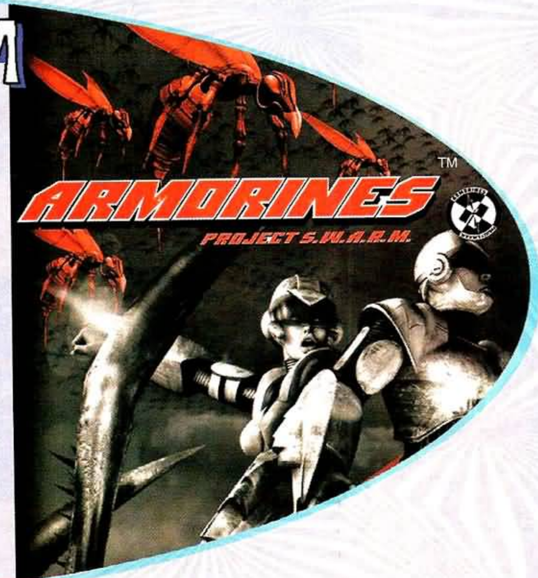
This month's selection of games is a microcosm of the Game Boy universe as a whole. There are three things you have to remember when thinking about Game Boy Games: variety, diversity, and multiplicity. Okay, those are all pretty much the same thing—but with all the different types of games out there, it's easy to get a little giddy. You say you wanna blast bugs? No problem. Card games? Got 'em. Virtual pets? Are you kidding? Little worms battling each other? All day long! You get the idea.

Swat the Swarm



The earth has been infested with a swarm of extraterrestrial bugs, and you, brave Armorine, are its last hope. You have an objective for each level, but something nearly always complicates your mission—power plants die, engines fail, giant octopi block your path. Pick up all the boxes of supplies that you can and blast any creature that gets in your way.

™ ® and © 1999 Acclaim Entertainment



To the Corps

Your mission is tough, but there are boxes of supplies along the way that will help you fight the good fight. Some boxes contain health, while others hold strong weapons.



Blaster Ammo
This will keep your basic weapon, the Blaster, fully loaded.

Health
Pick these boxes up to raise your life meter.



Laser
Bugs fall faster if you use the Laser.



Lightning
The Lightning will chase alien bugs away.



Shield
Temporary invulnerability is yours with the shield.



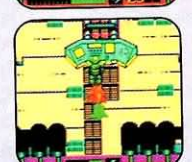
Many different types of alien bugs will plague you on your mission to save the planet—you will have to avoid their fire and try not to touch them.

Reconnaissance

We've sent out scouts to check the levels for you. Each area has a goal, ranging from finding a key to blowing up a derrick. Of course, on every level there are plenty of bugs that will try to stop you.



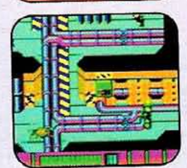
Locate the Spaceship
Plenty of bugs try to stop you from reaching a spaceship on the landing platform. Move toward the bugs when attacking.



Turn on the Turbines
The turbines are off-line in the power plant. You need to find the control stations and bring the turbines back. Try going downstairs.



Close the Portal
This evil-looking portal is one of the doorways the aliens used to take over the earth. Blast any openings to close the portal.



Locate the Dynamite
You have to search the area and find some Dynamite in order to blow up the derrick. Try heading north, then west.



Destroy the Derrick
Head southwest to find the Derrick. Place the dynamite then get out of there as fast as possible—or you will blow up, too.



Bring Down the Guardian
The guardian of the mothership will attack with bugs and lasers. Aim for the center when it's open.



Reestablish Communication
Your communication link with Dr. Zahn, your main source of information, is down. Find a panel in the complex and contact the doctor.



Fight with Fire
Three alien pods reside in this dank cavern. Your lasers can't destroy them, but maybe a little fire could heat things up...



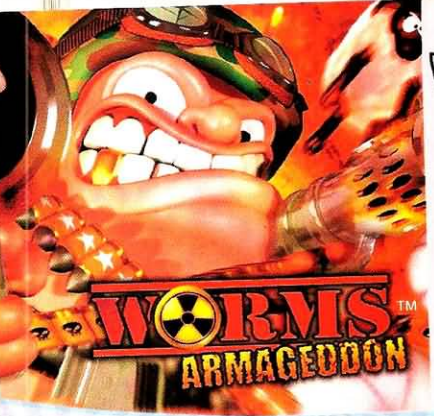
Exterminate the Bugs
You will need to destroy the bugs to earn the weapon that can defeat the alien guardian. Aim for openings.



Passwords

When you're battling this many bugs, things are bound to go wrong. Make sure that you write down the passwords for every level, because you have only two lives to give for your country, and they won't get you very far.

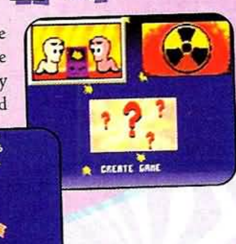




Worms of War

Worms: Armageddon is a turn-based strategy game in which combat has sunk to the lowest possible level. But don't call these worms spineless. The slimy soldiers wield their weird weapons like seasoned warriors.

© 1999 Team 17



Worming Up

Getting started with Worms: Armageddon is easy. You need to pick out a team of worms you can work with, then you need to pick out a team of worms you can work against. You can even create your own teams.



Home Worms

The Create Game Mode lets you choose from three prenamed teams—Armadillos, Townies or Cowards. You can also create your own team from scratch or rename the other teams.



Away Worms

You will get to choose the opposing team's name. You will choose from the same three premade teams, minus one if you have chosen one for your team. Or you can build this team, too.

Personalized Vermin



In addition to naming your team and all the individual worm soldiers, you can also determine what sort of landscape the worms will battle on and what shape the battlefield will take.

Two-Player



Two players can play on one Game Boy Color. Everything stays the same, except you will have to hand off the GBC to your buddy when it's his or her turn.

Weapons

The worms have a varied arsenal of weapons to use against each other. The bazooka is very powerful and long-reaching, and the shotgun is the only weapon that gives two shots per turn.

Shotgun



Fire Punch



Blowtorch



Bazooka



Dynamite



Battle Axe



Victories



After each battle, the score is displayed, along with special recognition for the hardest working worm and the most damage done with one shot.



One For All

Game Boy a-Go-Go

The ever-popular, fun-for-the-whole-family, hours-of-fun card game Uno is a good game, but what if you don't have a crowd of people around to play with you? You pick up Uno for Game Boy, and you play a little Uno for one.

® & © 1999 Mattel, Inc.



A Full Deck

Uno's appeal comes from the zany cards that keep the game from becoming too routine. You never know when your opponent will stick you with a Draw Four or Reverse, or when you might get to play your special cards.



Luck of the Draw

Uno is basically a match-the-colors-or-numbers card game. Special cards may require you to draw cards or skip a player.



Uno!

When you are down to one card, you have to say "Uno" or you will have to draw 2 cards. To do this, hit Select and choose "Say Uno" from the options.



What's the Score?

Points are tallied by adding up the cards remaining in everyone's hand and giving all of those points to the winner. Only one person scores per hand.



Draw Two

Play this card to stick the next player with two additional cards, which ends his turn. Of course, the same thing can happen to you.



Draw Four

The Draw Four really gives you the advantage. Not only can you add four cards to the next player's hand, you also change the card pile's color to whatever you want.



Wild Card

Like the Draw Four Card, the Wild Card allows you to change the pile's color to whatever color is best for you. Unlike the Draw Four, that's all this card does.

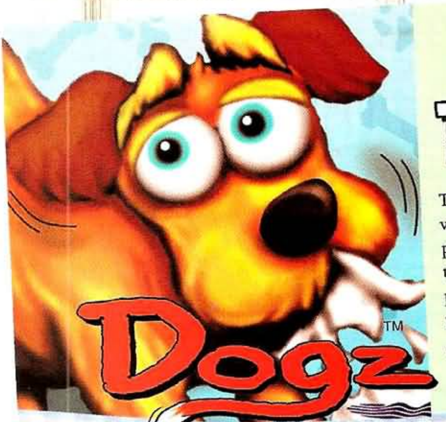
Card Business

The select screen allows you to choose the number of players, the skill level of the computer players, how many points the game is played to, and which deck to use.



Swab the Decks

Several Special Packs are loaded into the Game Boy version of Uno. The game play stays the same, but the style is very different. Wild West, Space and (how Game Boy a-Go-Go!) Groovy Decks are there for the dealin'.



Top Dogz



The Petz Store is open and has lots of Dogz that would make great playmatez for you. These virtual pets are friendly and cute, but taking care of the virtual man'z best friend is no walk in the park. You will need to feed, groom and play with the Dogz to keep them happy.

©1999 The Learning Company

Puppy Power

When the game begins, there is only one virtual dog to play with or adopt. Choose this dog and make it happy, then retire it. A new dog will appear. Many dogs can be made selectable this way.



Doggie Bag

You can try out a puppy before you commit to it. Each breed acts a little differently and has different needs. When you've found a pet you like, you can go back and adopt it.



Pick a Pooch

A whole kennel of pre-named Dogz can be uncovered by adopting then retiring happy Dogz. There are three types of Dogz to choose from—Mutt, Scottie and Chihuahua.

Puppy Love

You've adopted a pooch, and now you need to care for it. Puppies need food and water, of course, but you also have to play with your pet if you want it to be happy.

Play Time

You can play with your pet with the toys from the shelf, and you can even use the digital hand to pick your pet up and move it around.





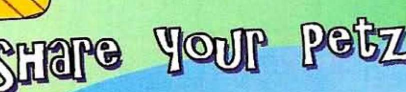
Woof!

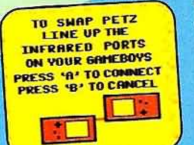
Check your puppy's status often by pausing the game with the Start Button. Feed it when the Hunger Bar starts getting high. Your pet might also tell you when it's hungry.



Petz Supplies

The shelf contains all you will need to make your Dogz happy—water, food, toys, grooming supplies and more. Use the Start Button to pause the game, then look at Petz Status to see if your puppy is hungry, tired, sick, messy or unhappy.





Hand over the Leash

If you're really proud of a particular pet, you can use the Game Boy Color's infrared ports to send the Dogz (or Catz, if you're playing Catz) over to your friend's Game Boy Color and Dogz Pak. Just line up the Game Boys and press the A Button to connect.

Catz Pajamas

Cat people haven't been forgotten. Catz has practically the same setup as Dogz, and it's played the same way. Virtual Catz can't scratch the furniture or catch mice, but they do get hungry and tired.

©1999 The Learning Company



Catz Meow

Catz are also unlocked by adopting a few then retiring them while they're happy. Don't be put off by the word "retire," you can still select a pet and play with it even after it's been retired.



Pick of the Litter

As with Dogz, it's a good idea to adopt then retire a few Catz to get a better selection. Catz come in Calico, Persian and Siamese.



Cat's Cradle

Play with each type of Cat before you settle on one. A fluffy Persian is cute, but maybe the Calico's playfulness will make it a better pet. When you're ready, adopt the kitten and give it a good virtual home.

Kitten Caboodle

Catz are just as needy as Dogz and will require a lot of attention to stay in good shape. You'll probably spend more time grooming a Persian than you would a Calico. Other differences become clear after time.

Brush Up

Take good care of your cat to keep it purring. Cats need a bunch of brushing to look and feel their best.





Meow! Chow?

Your kitten will meow when it's really hungry. Or when it's bored. Or would like to be petted. Check your pet's status to find out what it needs.



Cat Care

All of the things you need to care for your cat are on this shelf. The pillow will make it more comfy when it's tired, and the spray bottle can be used to discipline the cat when it misbehaves. Try each of the items out to see what they're used for.



Purr-Mutations



Cool Custom Catz

Once you select a breed of Catz, you can rename it and choose a nice color for it. When you adopt then retire a cat, more cats (with wackier coloring choices and cool names) become available to select. Over 20 Catz are packed into the cartridge, and each is a little different. The same is true if you are playing Dogz.



Quick-y Mouse

The rapid rodent is back on the Game Boy. Speedy Gonzales: Aztec Adventure follows the fastest mouse in all of Mexico as he runs, jumps and collects cheese through six exotic locales. Speedy starts out in a tranquil little Mexican city, but things get more dangerous from there. He'll have to learn how to get around wind, fire and water worlds, and he just might tangle with a few other Warner Brothers stars before his adventure is over.

© 1999 Warner Bros.

Weapons

Speedy likes to keep it simple when it comes to weapons. Each one is very different, and each requires totally different aiming techniques. Our mouse hero has no weapons to start with, so break open a few question-marked boxes 'til you find one.

Boomerang

The boomerang doesn't have to come back to you before you throw it again.



Cheese Attack

The Cheese Balls take out everything in their path as they bounce along the levels.

Smoke Bomb

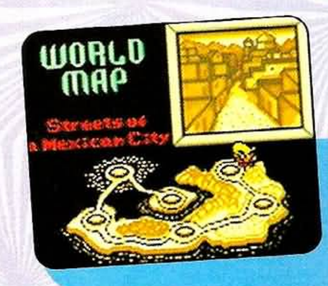
One of these explosives will take out a bad guy instantly—if you aim well.

Cheese Balls

This is weapons-grade cheese—two Cheese Balls will shoot off in opposite directions.

Rolling Fire

Give your enemy the old-cartoon-style hot foot with the Rolling Fire.



Los Mundos de Speedy

The worlds might be different, but one thing stays the same: It's one mouse against many cats, birds and self-propelled shoes. Vaya rapidamente, Speedy!

Mexican City

This is a world where speed is of the utmost importance. Speedy even jumps in a speedboat.



Wind Country

Speedy has to hold on to his sombrero in this treacherous, tornado-infested world.



Water Country

Who knew mice could swim? That's a good thing for Speedy, because this world's all wet.





Jaguar Country

The fierce Jaguar doesn't show up until the end of this jump-heavy world.



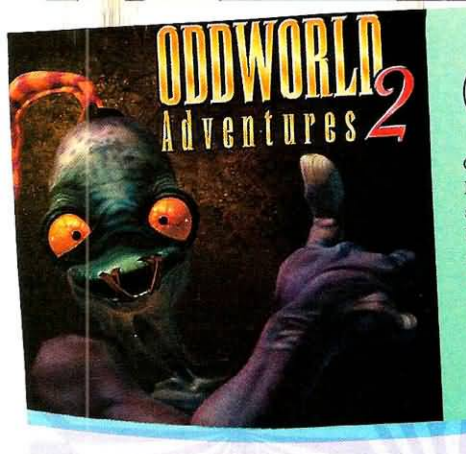
Fire Country

Speedy will be one hot tamale if he lands in the lava in this fiery world. Jump carefully.



The Temple

Pick up the powerful hammer on this world to offer up tons of damage to the mummies.



Odd Abe



Oddworld Adventures 2 traces the story of the Mudokon's hero, Abe, and his journey to Necrum to stop the horrible Glukkons from desecrating the Mudokon graves. You control Abe, and, in turn, he can possess an enemy and control him. Abe also has a bit of a flatulence problem, which is actually very useful. Yeah, that's pretty odd.

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Locks

Use the A Button to punch open locks. Sometimes, Abe gains powers from the locks.



Portholes

Keep your eyes open—you never know where the next porthole to a different area will be.



Switches

Switches are often well-hidden or hard to spot. They open new passages for Abe.



Big and Small

Abe's size changes, and there are things he can do when he's small that he can't when he's big. And vice-versa.



Sneak

Tap the Select Button once to make Abe sneak past enemies so he doesn't have to fight.



Possession

Nothing stands between Abe and another character. Hold down Select to possess and control enemies.

Even the Odds

As you guide Abe along the paths of Necrum, you will come across many different items and areas. Sometimes you need to sneak around or actually possess another character to continue.



Abe Speak

Abe has to communicate with his fellow Mudokons to lead them to safety. He might also have to ask them to work with him on certain puzzles.

Use these button combinations to speak to the Mudokons you run into on this Oddworld Adventure. You can also speak through the characters you possess to open doorways.

"Hello"	A + ⇧
"Follow Me"	A + ⇨
"Work"	A + ⇩
"Wait"	A + ⇦



The Reel Deal

An eccentric little RPG with a ton of fishing thrown in for fun, Legend of the River King is unlike any other game—well, except for the first version of this game, which wasn't optimized for GBC. You are sent on a journey to catch the Guardian, a legendary fish that is the key to curing your gravely ill sister. You will need to earn money, upgrade your equipment and fish like a champ to make that happen.



© 1998 Victor Interactive Software Inc./Natsume Inc.

King Fishing

Legend of the River King is an RPG at heart, but the fishing and fish raising elements add some interesting wrinkles to the game play.



The Quest

Your sister is sick, and you mother asks you to catch a special fish to make her better. There are many things you will need to learn, and an entire adventure to get through before you will reach the fish that will cure your sister.



Angling

You have only a rod with a float on the end of it at the beginning, but once you start to catch fish you can trade them in for money and better equipment. You'll need to learn a lot about fishing if you want to get your hands on the Guardian.



Navigating

Search the overworld looking for good places to fish, nice places to stay and fishing supply stores. As you advance through the game, more of the overworld will be revealed until the entire world is at your fingertips.



Conversation

Talk to everyone you meet to learn more about fishing, making money and where the Guardian lives. You will get most of your information this way, so pay close attention to what the people you talk to tell you.



Fish Raising

The Raise Mode starts you off with a tiny fish egg, which you must nurture into a healthy fish. Carefully select your fish's habitat and food, and watch the condition of its tank. You want a happy, healthy fish in a clean tank.



Maps

These maps provide a guide to part of the overworld, and highlight the new bridges that make traveling from place to place much simpler in this version of Legend of the River King.





New Bridges

The overworld sure looks pretty in color! Legend of the River King has many areas for you to explore. New to this color-upgraded version are these bridges that make it easier to navigate around the overworld. And, of course, this gorgeous color.




Everyone's favorite tailwhipping gecko is back on the Game Boy® Color!
GEX 3
DEEP COVER GECKO
POCKET
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• Tail attack your way through 11 bizarre levels and mini-games on your quest to defeat the evil Rez.
• Shred on a snowboard or take a wild kangaroo ride!
• New swimming and gliding moves!
• Over 4,500 frames of character animation and nine cool disguises.
• Climb walls and ceilings with GEX's suction cup paws!
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January 2000

NINTENDO 64

40 WINKS

OVERALL 8.0 RATING

Wake up to a magical sleeper from GT Interactive.

GRAPHICS: The 3-D cartoon—nightmare environment of 40 Winks is dazzling, and the special effects such as the candles that the heroes carry seem to glow with real energy. The textures and colors throughout are sharp and rich.

PLAY CONTROL: Movement and jumping controls are quite good, which is critical because there're lots of areas where agility is required. Players must also learn to time their attacks properly, because there's a delay period between attacks.

GAME DESIGN: Although 40 Winks has an original story and look, it feels a lot like Banjo-Kazooie. That's a compliment, even if it's not quite as big or bold as B-K. The two-player cooperative mode is a wonderful addition.

SATISFACTION: Players of all ages will enjoy this bedtime tale. There's variety, humor, great graphics, good control and clear goals.

SOUND: The musical pieces are outstanding in 40 Winks—playful, melodic, and suited to the environments where you hear them. There is some voice, as well, and lots of nice sound effects and cues.

COMMENTS:

Scott–*Some of the platform elements are predictable, but overall it's a very nice game.* Sonja–*It's gorgeous! Think adventure and action.*

- GT Interactive/256 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- Cooperative adventure mode



HOW IT RATES

Ruff and Tumble, the hero and heroine of the game, use attacks such as screaming and waving their candles. This mild approach won 40 Winks an E rating from the ESRB without additional comments.

GRAPHICS 8.6

PLAY CONTROL 7.4

GAME DESIGN 8.0

SAT. 7.8

SOUND 8.6

NINTENDO POWER STAFF SCORES

8.7 → Nate
8.4 → Andy
8.2 → Scott
7.9 → Sonja
6.9 → Kyle





MARIO PARTY 2



OVERALL 8.0 RATING

Mario is the life of the party in 2000.

GRAPHICS: The animation, color and sharpness are all improved in this year's version of Mario Party. As you might expect, it's bright, flashy, and goofy, and there's a lot more animation on boards and in minigames than last year's Party.

PLAY CONTROL: Some of the minigames still require stamina on the Controller, but most of the control sequences are skill- or dexterity-based.

GAME DESIGN: Once again the name of this game says it all. It's a party, best played with multiple players. The one-player game has been speeded up, so it's more fun than before. There are plenty of options for just playing the minigames, as well.

SATISFACTION: With six new worlds, 44 all new minigames and 20 updated minigames, Mario Party 2 should be the belle of the ball. The theatrical introduction starring the main characters is lots of fun.

SOUND: The music is bright and the sound effects range from comical bells and whistles to ambient jungle drums.

COMMENTS: Dan—*The graphics are much improved from the first game, bigger characters, better animation, nicer boards.*

Andy—*Some of the minigames are great, some are disappointing, but overall it's the best party game ever.*





- Nintendo/256 Megabits
- 1 to 4 players simultaneously
- Rumble Pak compatible
- 6 Boards
- Save Minigame Land, Overall Game, or Board Game



HOW IT RATES

Other than some harmless but humorous head-bonking, Mario Party 2 is as innocent as a kitten, which is why it gets an E rating from the ESRB. Most of the minigames are races or timed events of one sort or another.

GRAPHICS 7.6

PLAY CONTROL 8.4

GAME DESIGN 8.4

SAT. 8.0

SOUND 7.6

NINTENDO POWER STAFF SCORES

8.5 → Jason
8.0 → Dan
8.0 → Scott
7.8 → Andy
7.7 → Nate

ARMORINES: PROJECT SWARM





OVERALL 7.7 RATING

Don't get bugged—get even in Armorines.

GRAPHICS: Acclaim's latest may look like Turok on the surface, but once you get into the game it has its own gritty reality. Even more impressive than the big environments are the character and bug animations.

PLAY CONTROL: Armorines uses the familiar Turok control scheme. Movement is smooth and aiming is precise, particularly with the Auto Aim feature. Players also have the option to customize the speed of the Control Stick.

GAME DESIGN: Each area has several mission objectives that are more important than blasting bugs. Players have to deal with characters, explore large areas, and figure out puzzle elements in addition to staying alive. The split screen, cooperative mode lets two players gang up on the baddies.

SATISFACTION: If you like first-person action, you'll eat this one up, and the two-person mode adds a wonderful extra dimension.

SOUND: Acclaim's London studio excels at creating thematic music. In this case, it's tense and brooding like the game itself. Weapon and bug sounds are also excellent.

COMMENTS:

Scott—*It's the best bug hunt on Earth.*

Nate—*It's kind of scary, but there aren't any real innovations. I'm still waiting for Perfect Dark.*





- Acclaim/128 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 5 worlds



HOW IT RATES

Armorines may boast some of the biggest guns and highest splatter factor, but these alien bugs get everything they deserve. Armorines deserves, and gets, a T rating from the ESRB.

GRAPHICS 7.8

PLAY CONTROL 7.7

GAME DESIGN 7.7

SAT. 7.5

SOUND 7.8

NINTENDO POWER STAFF SCORES

8.4 → Jason
8.3 → Scott
8.0 → Sonja
7.3 → Andy
7.2 → Nate

ROADSTERS

NINTENDO 64

Welcome to ragtop racing on the N64.

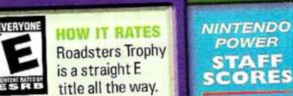
GRAPHICS: Each of the exotic courses is loaded with details and off-track animations, but it's the roadsters that star in this game. Some of these two-seaters are based on real models from Alpha Romeo, Renault, Fiat and Lotus, while others are pure fantasy cars. Players will feel the speed of the open road.
PLAY CONTROL: Steering these little rockets is a lot easier than with many driving sims. Roadsters has a tight, arcade feel.
GAME DESIGN: The Roadster Trophy Mode begins by throwing you into a six race season in the 3rd Division. The money you earn can be spent on upgrades or new cars as you graduate to the higher divisions. Other modes include Multiplayer, Quick Race and Time Trial Modes.
SATISFACTION: Casual racing fans will have the most fun with Roadsters because of its forgiving play control. Expert drivers should at least give it a spin to road test the cool cars.
SOUND: The music isn't much, but the sound effects of the engine, road noise and crashes are fine. The driver comments are a waste of space.

COMMENTS:
Scott—*A nice mix of tracks and cool cars.*
Nate—*Not much difference between differing road conditions or different car models.*





- Titus/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 10 tracks
- 34 cars



HOW IT RATES Roadsters Trophy is a straight E title all the way. The ESRB agrees, even if the game is a little racy....pardon the pun.

OVERALL RATING 7.5

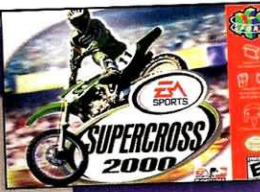
GRAPHICS 8.2
PLAY CONTROL 7.6
GAME DESIGN 7.2
SAT. 7.4
SOUND 7.0

NINTENDO POWER STAFF SCORES
8.1 → Kyle
7.8 → Sonja
7.7 → Scott
7.2 → Andy
6.9 → Nate

SUPERCROSS 2000

NINTENDO 64

It's the biggest deal on two wheels.



GRAPHICS: In your face mud, jouncing rides, big arenas, tight turns and rutted tracks all scream Supercross. EA Sports has the faces of all the riders and sponsor logos, including PACE Motorsports and the AMA. The frame rate is a bit slow, particularly when you're in a pack of bikes, but the rider animation is sharp—well worth running a replay.
PLAY CONTROL: Supercross racing is full of brutal corners with banked berms, waves of whoop-de-doos, and punishing double and triple jumps. Players have to feather the clutch (Z Button) to get around the corners quickly. The freestyle controls, on the other hand, are simple and fun.
GAME DESIGN: Supercross 2000 packs in the real races and sites, plus Quick Race Mode, Practice and Two-Player Modes.
SATISFACTION: Everyone will love freestyle, but you'll have to put in some practice before threatening to win the regular circuit.
SOUND: The sound track rocks with the riffs from MxPx, Pulley and The Living End, and the bike engines snarl.
COMMENTS: Scott—*Control could be tighter but the freestyle is fun.*
Andy—*The action seems sluggish.*
Nate—*I wanted more stunt tracks.*





- EA Sports/128 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible
- 24 riders
- 15 tracks
- 3 freestyle arenas



HOW IT RATES Even if you catch huge air and fly off your bike, no one gets hurt in Supercross 2000—unlike the real sport—so the ESRB gave this sim a big, phat E.

OVERALL RATING 7.4

GRAPHICS 7.2
PLAY CONTROL 6.8
GAME DESIGN 7.6
SAT. 7.6
SOUND 8.2

NINTENDO POWER STAFF SCORES
8.0 → Sonja
7.9 → Nate
7.5 → Andy
6.9 → Scott
6.8 → Kyle

NINTENDO 64

WORMS: ARMAGEDDON

The worms go marching on the N64.

GRAPHICS: Worms looks as if it could have been programmed for the Super NES, but the look is part of the fun and charm of the game. The backgrounds are subject to being blown up by the warring worms, and they become a strategic part of the game. On some TVs, message boxes may appear partially off the screen.
PLAY CONTROL: A big part of the challenge of Worms is learning how to control the many weapons. With practice, they'll begin to make some pro shots.
GAME DESIGN: Worms is one of the more inventive games to appear in recent years. It requires strategy, quick thinking, practice, spatial skills and appreciation of the raw Worms humor.
SATISFACTION: Players who stick with Worms for more than a few minutes will begin to see its magic. If you're looking for instant gratification, you may not want to open this can. The multiplayer mode and options are great.
SOUND: The comments of the worms themselves are very funny. Sound effects such as the explosions add to the fun.
COMMENTS: Sonja–*You'll lose track of time.* Andy–*The learning curve is steep, but once you're over the hump it's a blast.* Nate–*LOVED it! The design is impeccable. It's a multiplayer must-have.*





- Infogrames/96 Megabits
- 1 to 4 players simultaneously
- Game Pak save
- Edit team option



HOW IT RATES
The ESRB noted the mild language and animated violence in Worms, but it still awarded the game an E rating. The violence is unrealistic and cartoon-like in nature, while the language is mostly humorous.

OVERALL 7.4 RATING



NINTENDO POWER STAFF SCORES
- 9.3 → Nate
- 7.6 → Scott
- 7.5 → Andy
- 6.5 → Sonja
- 6.1 → Kyle

NINTENDO 64

ASTEROIDS HYPER 64

Crave's Asteroids Hyper 64 runs on steroids.



GRAPHICS: One of the earliest smash hit video games blasts into the 3-D age. The asteroids have bulk and the four ships look nice, although they're still as small as the triangle ships in the original game. Spacey backgrounds, warps, alien ships and explosions add impact.
PLAY CONTROL: One of the coolest aspects of this new Asteroids is the presence of four ships each with different ratings for rotation, thrust, shield and firepower. New controls include a shield and quick warp control that pops your ship around the screen instantly.
GAME DESIGN: Even after twenty years, the Asteroids concept remains appealing. One astronaut, one ship, one cannon, and tons of space debris hurtling toward you. You've gotta love it. The play in this new version is more involving, but also more confusing and scattered. The multiplayer options add to the replay value.
SATISFACTION: This version has some nice additions to the original game, but there's not much wow factor.
SOUND: The music would fit nicely into a '50's sci-fi flick—sort of eerie and metallic.
COMMENTS: Scott–*It doesn't seem as well balanced as the original, but it's still fun.* Andy–*It's difficult to see against dark backgrounds.*





- Crave/32 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 4 ships
- Classic Asteroids
- 2 multiplayer modes



HOW IT RATES
You may be blowing up asteroids, but that doesn't get you more than an E rating from the ESRB. Asteroids is full of guilt-free blasting!



GRAPHICS 6.6
PLAY CONTROL 7.8
GAME DESIGN 7.2
SAT. 6.8
SOUND 7.2

NINTENDO POWER STAFF SCORES
- 7.5 → Dan
- 7.3 → Andy
- 7.0 → Jason
- 7.0 → Scott
- 6.8 → Sonja

NINTENDO 64

BASSMASTERS 2000

OVERALL RATING 7.1

THQ angles for a holiday catch.

GRAPHICS: Whether you're watching the underwater Lure Cam or speeding around the lake in your bass boat, the graphics in Bassmaster 2000 present a realistic picture of fishing bliss. There's quite a lot of fog in the distance, but the water, lures and fish all look good up close.

PLAY CONTROL: Bassmaster 2000 gives video anglers lots of controls, including excellent drag adjustments and quick shifts from fishing to driving and other functions. The casting control requires patience and skill to achieve exact placement.

GAME DESIGN: With seven tournaments altogether, and a Quick Fishing Mode and Casting Contest, Bassmasters 2000 is loaded with goodies. The two-player option is great.

SATISFACTION: The challenge level of Bassmasters 2000 ramps up as you progress in the game. Diehard anglers will love that, but even rank amateurs will have fun fishing in Exhibition Mode or the Casting Contest.

SOUND: The voice commentary gets old very fast, but the sound effects are excellent.

COMMENTS:

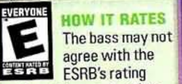
Andy–*The create-an-angler feature was nice.* Nate–*It was easier to catch fish in this than in Bass Hunter but more entertaining.*





- THQ/96 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- 4 game modes
- 7 tournaments

GRAPHICS 6.8
PLAY CONTROL 7.4
GAME DESIGN 7.0
SAT. 6.8
SOUND 7.6



EVERYONE

HOW IT RATES The bass may not agree with the ESRB's rating of E on this one, but then again they're only virtual fish.



NINTENDO POWER STAFF SCORES

8.1 → Nate
7.5 → Scott
7.2 → Sonja
7.0 → Andy
5.5 → Kyle

NINTENDO 64

SPACE INVADERS 64



OVERALL RATING 7.1



Another classic returns in 3-D.

GRAPHICS: The new 3-D graphics of Space Invaders for the N64 may be eye candy, but the alien ships look evil enough to blast without remorse and the explosions add to the sense of imminent danger. The futuristic backgrounds don't add anything to the game play, but they help set the scene.

PLAY CONTROL: You can't get much simpler than Space Invaders controls. Players move the cannon horizontally, shoot missiles vertically, and pick up specials and trigger them at appropriate times.

GAME DESIGN: New elements for the N64 version of Space Invaders include big bosses and special power-up items. The two-player option puts opponents on the same screen trying to clean up more aliens than the other. Hidden within the game is the original arcade version of Space Invaders.

SATISFACTION: Nostalgia buffs should enjoy the return to simple shooting, but this game has more to it than the original and should prove to be just as appealing to a wide range of players.

SOUND: Fitting music and nice sound effects for the new game will keep your hand off the volume control.

COMMENTS:

Scott–*A great way to kill some time.*

Andy–*The power-up system adds a great new twist.*





- Activision/64 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 100 levels
- 10 bosses

GRAPHICS 7.0
PLAY CONTROL 7.2
GAME DESIGN 7.0
SAT. 7.0
SOUND 7.4



EVERYONE

HOW IT RATES Space Invaders may suggest violence, but the game seems tame in reality. The ESRB agreed that the alien threat isn't serious and labeled SI with an E rating.

NINTENDO POWER STAFF SCORES

7.4 → Scott
7.3 → Andy
7.3 → Jason
7.0 → Armond
6.5 → Nate

PAPERBOY 64

Extra! Extra! Paperboy returns!

GRAPHICS: The development team created a simple but suitably cartoony look for the 3-D graphics in Paperboy 64. Every element is sharp edged with flat textures. Aiming the paper can be tricky because of the camera perspective.
PLAY CONTROL: You'll ride your bike, throw papers and pull stunts off jumps, as well. Most moves are fairly easy to do. Movement on each route is on a track so where you go is limited.
GAME DESIGN: Yet another classic arcade game has arrived for the N64 with new 3-D graphics. As a paperboy or papergirl, your main task is to deliver the Daily Sun to the homes of subscribers. That job involves steering the bike, avoiding obstacles and baddies, and throwing the paper on a porch or in a mailbox. There are secret codes and three levels of difficulty.
SATISFACTION: Fans of the original game will want to check out the latest reincarnation, but the 3-D routes give the game a much different feel. The stunts are fairly limited, as is the replay value.
SOUND: The music and sound effects seem as flat as the textures on the cartoon figures.

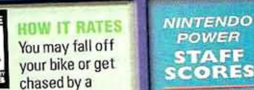
COMMENTS:
Dan–*The game is forgiving, making it suitable for younger players, but possibly too simple for older gamers.* Jason–*Yesterday's news.*



- Midway/96 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Secret Code menu
- 25 routes
- Paperboy and Papergirl characters

OVERALL RATING 5.9

GRAPHICS 5.4
PLAY CONTROL 6.2
GAME DESIGN 6.2
SAT. 5.4
SOUND 6.8



EVERYONE E CONTENT RATED BY ESRB

HOW IT RATES
You may fall off your bike or get chased by a ghost, but the only thing objectionable about Paperboy is that you might not get your delivery on time. The ESRB gave it a straight E rating.

NINTENDO POWER STAFF SCORES
6.7 → Dan
6.0 → Andy
5.7 → Jason
5.7 → Nate
5.6 → Scott

DRAGON WARRIOR MONSTERS

A monstrous game from Enix in Japan and Eidos in North America.

GRAPHICS: It's amazing to see how much detail made it into this game. The animation may be fairly simple, but the programmers even manage to convey emotion using broad movements. Battle screens have very little animation, though.
PLAY CONTROL: The most complex control functions in DWM are working through the Battle menus. A little practice, though, and even the many layers of menus become easy to navigate.
GAME DESIGN: The story is fun, the battles are vintage Dragon Warrior, and the extras such as the VS. Mode and Breeding Mode are as cool as anything in Pokémon Blue, Red or Yellow. The emphasis on building levels is typical of a Dragon Warrior game, but there seems to be a better mix of story elements, exploration and level building in this game.
SATISFACTION: RPG fans will have a huge new world to explore, and the random map generation keeps DWM fresh. Pokémon fans should also take a look. These monsters may not have the personalities of Pokémon, but the game offers some similar features and some extra depth.
SOUND: Expect an amazing amount of high quality music for Game Boy.
COMMENTS: Scott–*This is more than a Pokémon clone. It's very much a Dragon Warrior title, but with some fun new elements.* Nate–*More of an epic feel than Pokemon.*





- Eidos/16 Megabits
- 1 or 2 players simultaneously
- Game Boy Color and Game Boy compatible
- Game Link compatible
- 1 game save slot
- VS. Mode
- Breeding Mode

OVERALL RATING 7.2

GRAPHICS 7.2
PLAY CONTROL 7.2
GAME DESIGN 7.2
SAT. 7.4
SOUND 6.8



HOW IT RATES
Dragon Warrior Monsters received an E rating from the ESRB. Monsters are never killed, just knocked out, so there's little suggested violence.

NINTENDO POWER STAFF SCORES
7.8 → Scott
7.7 → Nate
7.5 → Andy
6.7 → Kyle
6.5 → Sonja

GAME BOY COLOR

GEX 3: DEEP POCKET GECKO





Gex is on the job with a license to lick.

GRAPHICS: Gex is a large and colorful, 2-D side-scrolling version of the N64 Gex game. The details and use of color in this handheld version are great, and the animation of Gex isn't bad, either.

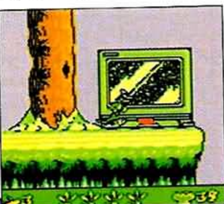
PLAY CONTROL: With fewer buttons available on Game Boy Color, Gex doesn't have quite as much variety to his movements. The basics include tail hits and pogo jumps. Control is fairly responsive and seldom gets in the way, except for some jumps.

GAME DESIGN: The levels are pretty much the same as those in the N64 game, but the mission objectives are often watered down. That isn't to say that Gex 3 for GBC is easy. The huge stages are like mazes—not a lot of enemies, but lots of wrong ways to go. Gex must collect remote controls to move into new areas in his search for Agent X.

SATISFACTION: Gex fans will miss the humor of Dana Gould, which is one of the best parts of the N64 games, but the action should keep platform fans happy.

SOUND: The music is very good and the sound effects are bright and effective. Unfortunately, there was no way to include the great one-liners from the N64 game.

COMMENTS: Scott—*There's a lot here if you like jumping and mazes, but the game lacks the fun enemies of the N64 title.*



- Eidos/8 Megabits
- 1 player
- Passwords
- 12 worlds

GRAPHICS 7.4
PLAY CONTROL 7.4
GAME DESIGN 6.8
SAT. 7.4
SOUND 6.6

EVERYONE E CONTENT RATED BY ESRB

HOW IT RATES The mild animated violence in Gex 3 includes the heroic lizard thrashing things with his tail, swallowing flies and hopping on enemies. The ESRB gave it a rating of E.

NINTENDO POWER **STAFF SCORES**

- 7.9 → Jason
- 7.7 → Scott
- 7.2 → Nate
- 6.8 → Andy
- 6.4 → Sonja

GAME BOY COLOR

MISSION: IMPOSSIBLE



OVERALL 6.9 RATING

Infogrames introduces its impossible mission.

GRAPHICS: The backgrounds are nicely detailed, and Ethan Hunt and the other characters in the game are fairly large. The lack of richness in the colors is a disappointment, but the somber palette does seem suited to the cloak and dagger nature of the game. The Agent Organizer screens are pretty simple.

PLAY CONTROL: In the game, play controls include movements such as walking, jumping, running and crawling and some selection of items. The item selection system is automatic and a bit confusing.

GAME DESIGN: In addition to the 10-stage action game with mission elements similar to those in the TV series, there's a calculator, a notepad, a secret messaging system and a totally cool universal remote control function for electronic devices.

SATISFACTION: The game may become a hit just for the extras, but the missions are overly simple.

SOUND: The Mission: Impossible theme music is remarkably good.

COMMENTS: Scott—*It's innovative and it turns your Game Boy Color into a neat gadget.* Sonja—*Some of the strange color combinations made certain areas more difficult than they should've been.* Nate—*The infrared features add a lot to what would be an iffy game otherwise.*

- Infogrames/8 Megabits
- 1 or 2 players simultaneously
- Battery-backed memory
- Infrared port capabilities
- Agent Organizer Mode

GRAPHICS 7.0
PLAY CONTROL 6.4
GAME DESIGN 7.0
SAT. 6.8
SOUND 7.4



HOW IT RATES MI hadn't received a rating by our deadline, but it may receive a T rating because players shoot NPCs with handguns just like spies in the movies.

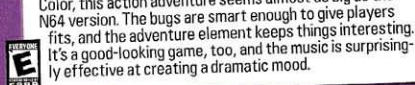
NINTENDO POWER **STAFF SCORES**

- 7.4 → Nate
- 7.3 → Scott
- 6.9 → Andy
- 6.9 → Sonja
- 5.9 → Kyle

ALSO PLAYING THIS MONTH

ARMORINES

- Acclaim/8 Megabits
- 1 player
- Passwords
- 9 stages
- Game Boy Color exclusive



Big or small, Armorines is a great bug hunt. On Game Boy Color, this action adventure seems almost as big as the N64 version. The bugs are smart enough to give players fits, and the adventure element keeps things interesting. It's a good-looking game, too, and the music is surprisingly effective at creating a dramatic mood.

OVERALL RATING 6.8

GRAPHICS 7.0
PLAY CONTROL 6.7
GAME DESIGN 6.7
SAT. 6.7
SOUND 7.0

SPEEDY GONZALEZ



- Sunsoft/8 Megabits
- 1 player
- Passwords
- 6 levels
- Game Boy/Game Boy Color



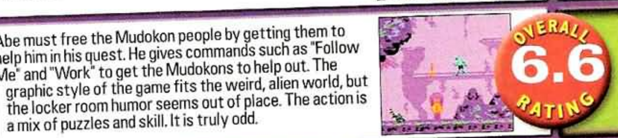
Speedy races through six worlds and multiple stages, collecting cheese and avoiding enemies. The beautiful graphics and bouncy music will keep players glued to the screen of this classy little platformer. When Speedy gets moving over the speed arrows, you could almost mistake him for that blur of a hedgehog.

OVERALL RATING 6.8

GRAPHICS 7.5
PLAY CONTROL 7.0
GAME DESIGN 6.5
SAT. 6.5
SOUND 6.5

ODDWORLD ADVENTURE 2

- GT Interactive/8 Megabits
- 1 player
- Passwords
- 28 levels
- Game Boy/ Game Boy comp



Abe must free the Mudokon people by getting them to help him in his quest. He gives commands such as "Follow Me" and "Work" to get the Mudokons to help out. The graphic style of the game fits the weird, alien world, but the locker room humor seems out of place. The action is a mix of puzzles and skill. It is truly odd.

OVERALL RATING 6.6

GRAPHICS 7.0
PLAY CONTROL 6.0
GAME DESIGN 7.3
SAT. 6.0
SOUND 6.7

CATZ

- Mindscape/8 Megabits
- 1 player
- Battery-backed memory
- Infrared port trading
- Game Boy Color exclusive



Mindscape and Saffire teamed up to create the Virtual Petz series, which includes both Catz and Dogz. In Catz, you'll choose a pet feline from the Petz Store, play with it, feed it, and generally do what you would do with a real cat. The goal is to earn high affection ratings and wind up in the Pets Hall of Fame.

OVERALL RATING 6.4

GRAPHICS 6.6
PLAY CONTROL 7.0
GAME DESIGN 6.8
SAT. 6.6
SOUND 5.8

DOGZ

- Mindscape/8 Megabits
- 1 player
- Battery-backed memory
- Infrared port trading
- Game Boy Color exclusive



Although pet owners may argue about it, Dogz is pretty much the same game as Catz, except that you own a Mutt, Chihuahua or Scottie dog. If you have a friend with Dogz, the two of you can trade Petz or toys. Unlike Tomagotchi-type virtual pets, these Petz mature in a few hours of play time and never die.

OVERALL RATING 6.4

GRAPHICS 6.6
PLAY CONTROL 7.0
GAME DESIGN 6.8
SAT. 5.6
SOUND 5.8

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventures, Puzzles
ARMOND: Fighting, RPGs, Adventures
BRYAN: Action, Adventure, Puzzles
DAN: Action, Adventures, Sports
ED: Sports, Puzzles, Action
HENRY: Fighting, Action, Sports
JASON: Adventures, Action, Puzzles
JOHN: Simulations, RPGs, Fighting
KYLE: Sports, Simulations, Puzzles
NATE: Adventures, Action, Sports
SCOTT: Sports, Simulations, Adventures
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

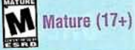
These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.


Early Childhood

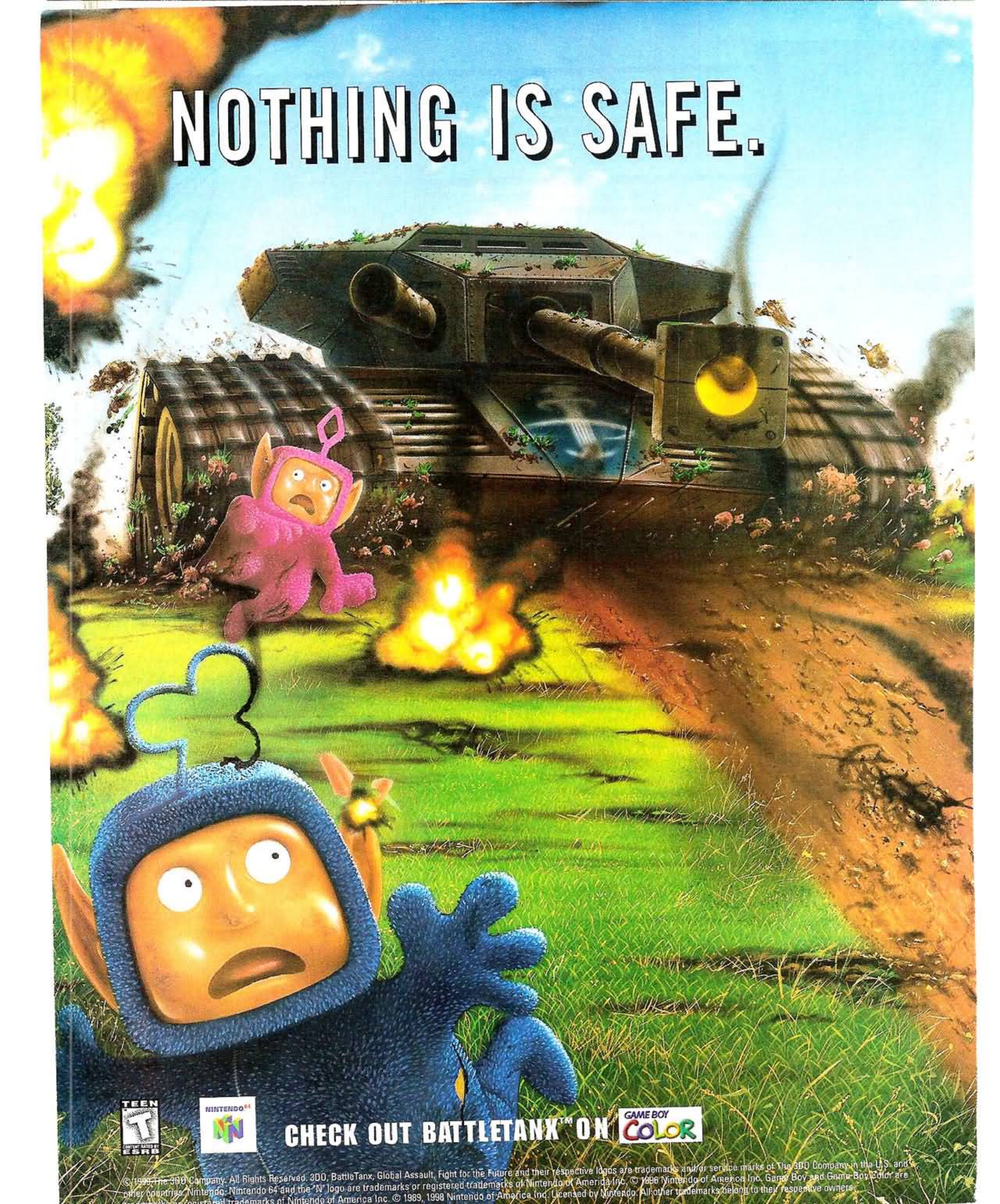

Teen (13+)


Adult (18+)


All Ages


Mature (17+)

Rating Pending


NOTHING IS SAFE.
TEEN
T
CONTENT RATED BY ESRB
NINTENDO64
CHECK OUT BATTLETANX™ ON
GAME BOY COLOR
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9 new, destructive tank models - a grand total of 12 tanks to toast every town



Furious 4-player head-to-head combat on foreign and domestic soil



More insane weapons to blow-up 24 new international landscapes



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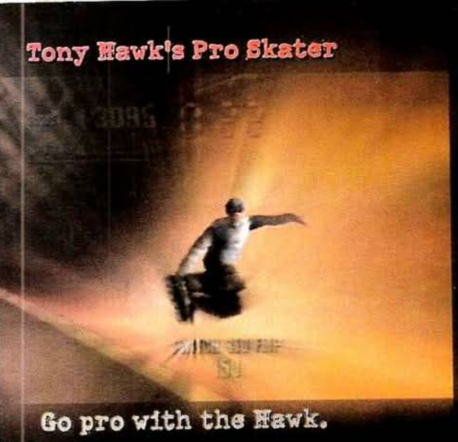
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Tony Hawk's Pro Skater



Go pro with the Hawk.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

TOMB RAIDER

Lara is huge on GBC.

DISNEY'S TARZAN



Activision goes ape.

HYDROTHUNDER



Midway rules the waves.

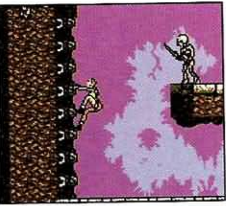
CYBERTIGER



He's in the game.

LARA CROFT RAIDS NINTENDO

Pak Watch readers, hold on to your whips. Pak Watch has uncovered an exclusive treasure from Eidos Interactive. Yes, the unbelievable is coming true, and we have the screen shots to prove it. Long the poster girl of the Playstation, Lara Croft will soon be in the hands and pockets of Game Boy Color players, so no matter where you go to search for treasure, Lara can go along for the fun. Tomb Raider for Game Boy Color features a new story involving The Dream Stone—an ancient Aztec relic with mysterious powers. When Lara discovers the Stone in a ruined temple in South America, she is transported to another world. Eidos' plans for Tomb Raider are as ambitious as Lara's dreams of archaeological booty. The development team plans to include full-motion video cut scenes for relating story elements and 2000 frames of animation for Lara's movements. In fact, the plan is to include practically all of the moves from the 32-bit TR games. As amazing as this seems, the design team at Core has a firm grasp of the technical capabilities of Game Boy Color, and they plan on pushing it to the limits. The entire game is set inside one vast temple with five levels including a Royal Tomb, some Treasure Pits and a Volcanic Temple. Lara will have to solve puzzles and manipulate things in the side-scrolling environment, and she'll have to keep an eye out for enemies, as well. If all goes as planned, the smallest Tomb Raider may become one of the biggest action hits for Game Boy Color when it's released early this spring.











N64 THRASHED BY HAWK

Tony Hawk's Pro Skater from Activision may be the biggest extreme sport title to hit the planet since 1080° Snowboarding, and it's headed to the N64. Why is Tony Hawk so huge? You might think it's the great graphics, the awesome soundtrack, or the incredible skate parks. But you'd be wrong. Sure all of those things are great, but what makes Tony Hawk's Pro Skater the best are the moves and the challenges. This isn't just a skateboarding game with a big name license—it's a magnificent ride in its own right.









Stick it or bail

The thing about the tricks in Pro Skater is that they feel natural and intuitive. You have to be lined up straight to nail a landing, and you need to build up speed to catch big air. The higher you go, the more stunts you can pull. Each C Button sets you up for one type of trick: ollies, spin tricks, grabs, and slides, but your speed, position, and Control Stick motion determine which of the hundreds of motion-captured stunts you'll actually get and what score you'll earn.





The variety of moves alone is enough to keep players skating for hours. Better yet, you can even check out your moves using a Replay Mode.

Tapes and skates

Songs from Primus, Goldfinger, Dead Kennedys, The Ernies, Even Rude, Speedealer, Unsane and The Vandals show up on Tony's Pak. The music sounds great and adds energy and tempo to the game, and that actually helps you get into the flow of doing stunts. It's one of the best soundtracks for any N64 game. But there are plenty of other extras that pile on the fun. Pro Skater isn't just about tricks and scores. You'll face multiple challenges in each of the nine parks. Spelling out words by grabbing the letters may earn you a tape, and if you get enough tapes you'll open up new parks. Or you might have to find a hidden item or reach a set point total. In the two-player game, you can compete head-to-head in split-screen competitions or games such as HORSE.

Tony keeps truckin'

Most great games give players a lot of choices, and that's one of the things that makes Tony Hawk's Pro Skater so much fun. You can choose to use Tony or any one of nine other pros, such as Bob Burnquist, Kareem Campbell or Rune Glifberg. Each pro has different attribute ratings for Ollie, Speed, Air, and Balance. Beyond that, you can pick Tight, Medium or Loose trucks or even change the color of your wheels. As for the ways to play, the Career Mode puts you on a tour of top skating locations in the U.S.A. There are Free Skate and Single Session Modes, as well. It's enough to make you want to grind down to the store and be first in line when Tony arrives in March.

You can practically feel the concrete.

Pak Play

Hands-on previews of upcoming games.

APE-MAN SPOTTED ON N64

The most famous jungle hero of all time returned to the silver screen last year in Disney's Tarzan, and this year the Lord of the Jungle is headed to the N64 in a stunning action game from Activision. Early peeks at this platform masterpiece didn't do the game justice. The development team at Eurocom deserves a lot of credit for creating a rich, vibrantly animated jungle world that is as appealing as Disney's movie. Parrots fly through the canopy while monkeys scamper among the branches and antelope move through the underbrush. The game, like the film, begins with a young Tarzan and continues through later stages with a teenage and mature Tarzan, his skills growing along with his body and strength as the player progresses. Although the game is essentially a 2-D platform game, there's plenty of variety to keep things interesting, and the play control is as smooth as silk. Tarzan should be out of the jungle and into the stores by the middle of February. You won't want to miss it!







MIDWAY TURNS TO HYDRO POWER

The fastest action this spring won't be on the NASCAR or F-1 circuits. You'll have to head to the beach to catch the speedsters in Midway's HydroThunder for the N64. Unlike Wave Race 64, HydroThunder is a straight racing game on water without stunts. The turning characteristics of the boats give the race a soft, forgiving feel, but the courses are full of hazards, boosts, jumps and shortcuts to stir things up. The boats themselves range from the sleek Midway craft to the futuristic Banshee. You'll race all over the world, from the deep Grand Canyon to the narrow canals of Venice. It's fast, wet and fun, and the boost system lets you stockpile nitro for when you need it most. HydroThunder is scheduled to cut loose in the early spring.



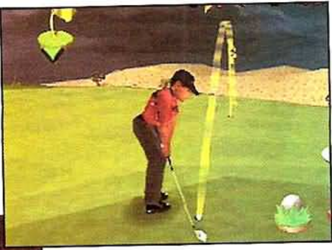




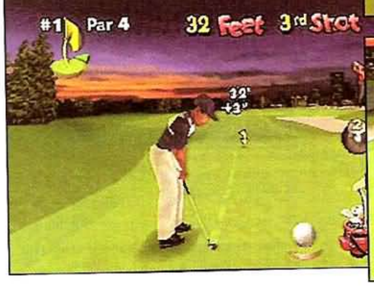
EA HAS A TIGER BY THE TAIL



The biggest name in golf is headed to the N64 in February, teeing off in an arcade-style golf game from Electronic Arts. Tiger isn't your conventional golf champion, and CyberTiger isn't your conventional golf game. The look, the sound and the feel of the swing all break new ground for a golf game. Electronic Arts worked with Saffire Corp. to create a swing controller using the Control Stick to emulate an actual golf swing. As a result, CyberTiger is all about touch, and it's very intuitive, particularly for players who haven't been using the standard swing meters for years. The other innovative thing about CyberTiger is the array of super balls that you can use to get the ball into the hole. No one would confuse this game for a golfing sim, but who needs reality when the cyber-fantasy is this much fun?









WARIO RETURNS

Wario is returning to Game Boy Color, this time in an all new adventure that was designed for GBC from the beginning. Wario Land 3 features excellent graphics and the tried and true Wario-style of play. This month's Pak Watch gallery showcases some of the fun. Transforming Wario into new forms such as fat Wario or flat Wario is an essential part of solving the puzzles. The action takes place in a music box world with 25 stages, but it seems that even here our reluctant hero is obsessed with making money and charging into obstacles. Nintendo plans to release Wario later this spring.











Show me the coins...!

Pak Peeks

Whats breaking in the world of games.

A rainbow on Game Boy Color?

Rainbows and Game Boy Color might seem perfectly suited for each other, but when that rainbow is Red Storm's elaborate counter-terrorist game, Rainbow Six, you might think that someone is getting carried away. As it turns out, Red Storm and, Crawfish Interactive have managed to reach the pot of gold with this cool Game Boy thriller.



Rainbow Six

Almost everything from the N64 version is included—briefings, team and equipment selection, tactical mission planning and real-time mission execution. The missions are new, and you get to choose eight team members instead of four. The counterterrorist squad members from Tom Clancy's novel may appear small on the overhead perspective maps, but the action is big. If you like covert action and team tactics, and you're on the go, Rainbow Six for GBC is the biggest game in town.

The amazing shrinking Rayman

Ubi Soft's Rayman will soon star in his own Game Boy Color exclusive game based on the original side-scrolling Rayman from 1995. In the preview version we received at Pak Watch, we weren't surprised to see the colorful, fun graphics that have always been the hallmark of Rayman games, but the development team at Ubi really pulled out all the stops. The eight worlds and 30 stages of Rayman include forests, mountains, jungles, caves and other areas based on music and darkness.



Rayman

There's an extra bonus level that's exclusive to the GBC game, as well. In this game, Mr. Dark has stolen all the light-giving Toons and Rayman must hop and bop to save the world. The action never stops with Rayman's punching and shooting energy balls, flying using his helicopter hair, and crawling under low ledges. For players who want a good-looking platformer with lots of depth, Rayman may fit the bill perfectly.

Racing on Big Mountain

Big Mountain 2000 from South Peak Interactive is the same skiing/snowboarding game that Pak Watch showcased about two years ago. The game hails from Imagineer in Japan, and

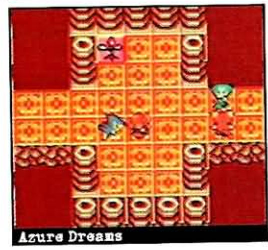


Big Mountain

although its North American release has been long delayed, it does have several features not found anywhere else. For one thing, it's the only N64 game to feature both skiing and snowboarding in one Pak. The graphics may not knock you on your seat, but the action is fairly challenging and there is a two-player mode for head-to-head matches.

More monsters in store

Konami is the latest publisher to bring an epic monster RPG to Game Boy Color. Azure Dreams follows the exploits of a young hero who ventures into a tower of monsters to seek his lost father. He captures monsters by putting a magic collar on them or by hatching eggs. Once the monsters belong to the hero, he can command them to protect him, fight for him, or support his attacks with magic. There's also an exchange option for trading monsters with friends. Unlike in other RPGs, however,

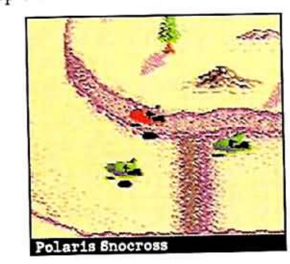


Azure Dreams

most of the battles take place in real time and are less strategy-based than those in Pokémon or Dragon Warrior Monsters. RPGers should take a look when Azure Dreams arrives later this winter.

A fast and slippery track

If you want to get on the track for more winter fun, Vatical Entertainment has a Game Boy Color snowmobiling game called Polaris Snocross, which should be warming the shelves by February. This top-view racer includes a tournament, a



Polaris Snocross

two-player Game Link option, and Passwords for saving your progress. Like other top-view racing games, such as Mickey's Racing Adventure and *Star Wars*: Episode I: Racer, Polaris Snocross takes some getting used to. In addition to learning the steering, players will be challenged by a variety of hazards and jumps that make the icy tracks both chilling and thrilling.

N the news

The word from the Perfect Dark development team at Rare is that everything is coming together on the highly anticipated game. We've also received some new details about PD. GoldenEye fans will be happy to learn that there will be approximately 30 multiplayer arenas for up to four players. In the one-player game, there will be nine huge levels, and Joanna Dark's futuristic arsenal includes weapons with secondary functions. As for the story, Joanna's first mission begins with what seems like a simple kidnapping and unfolds into a vast intergalactic conflict between alien races. April 10th is the launch day. Mark it on your calendar.

April 10th is also the day that long-suffering, real-time strategy fans will get some relief. That's the new release date for Starcraft 64. And April is also the month in which the Pokémon Trading Card Game for Game Boy Color will be released.

Finally, a little-known software company here in Redmond, Washington, by the name of Microsoft has its first product ever for a Nintendo system. Microsoft Puzzle Collection for Game Boy Color includes six action puzzles: Jewel Chase, Spring Weekend, Lineup, Flinty Flush, Color Collision and Rat Poker. The games are clever and captivating, and they don't appear to include a web browser.


Microsoft Puzzle Collection

Pokémon Trading Card Game





Nintendo

Hercules



Titus

Mini Racers



Nintendo

Jeremy McGrath's Supercross 2000



Acclaim

Daikatana



Kemco

Turok: Rage Wars



Acclaim

RELEASE FORECAST

WINTER 1999

BATTLEZONE 64
BIG MOUNTAIN 2000
BLUES BROS. 2000
CARMAGEDDON II
CHEF'S LUV SHACK
CYBERTIGER
DAIKATANA
DESTRUCTION DERBY 64
FIGHTER DESTINY 2
HERCULES
HYDROTHUNDER
HYPER-BIKE
NUCLEAR STRIKE 64
PGA EUROPEAN TOUR
POKéMON STADIUM
RALLY CHALLENGE 2000
RAT ATTACK
RIDGE RACER 64
TARZAN
TONY HAWK'S PRO SKATER
WORLD LEAGUE SOCCER 2000
1942
ARMORINES
ARMY MEN 2
AZURE DREAMS
BATTLETANX
BILLY BOB'S HUNTIN' AND FISHIN'
BIONIC COMMANDO
CASTLEVANIA II
CARMAGEDDON
CROC
CRYSTALIS
DAFFY DUCK
EVEL KNIEVEL
F-18 THUNDERSTRIKE
THE NEW ADVENTURES OF MARY-KATE & ASHLEY
MEGA MAN 5
NBA IN THE ZONE 2000
NBA LIVE 2000
NFL BLITZ 2000
NHL BLADES OF STEEL 2000
NHL HOCKEY 2000
TIGER WOODS GOLF
POLARIS SNOCROSS
RAINBOW SIX
RESIDENT EVIL
STREET FIGHTER ALPHA
SUZUKI ALL-STAR EXTREME RACING
TUROK: RAGE WARS
WICKED SURFING
UNO
YODA STORIES

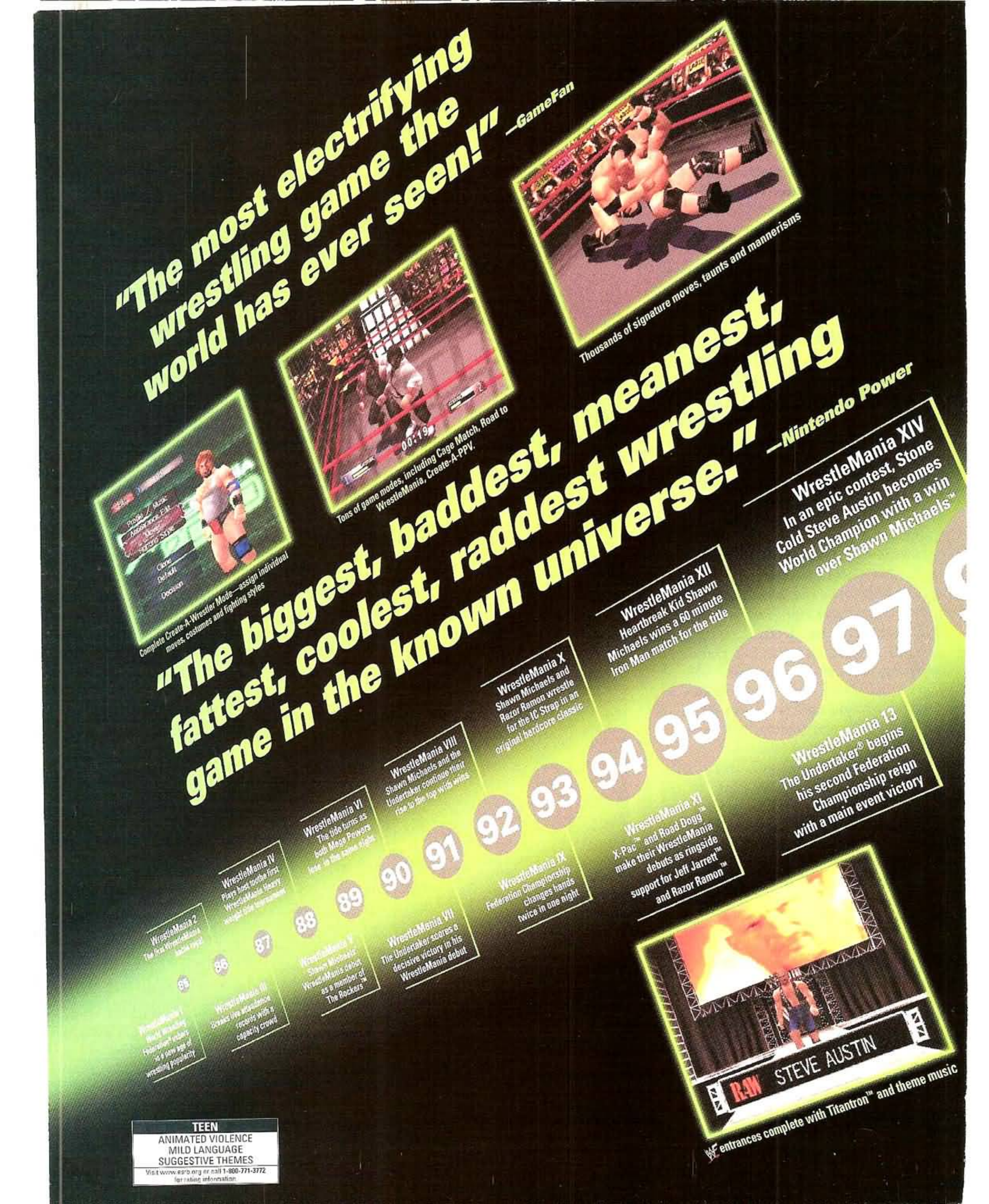
SPRING 2000

ALL-STAR BASEBALL 2001
ARMY MEN: AIR COMBAT
ECW: HARDCORE REVOLUTION
EXCITEBIKE 64
F-1 RACING CHAMPIONSHIP
MINI RACERS
NIGHTMARE CREATURES 2
OGRE BATTLE
PERFECT DARK
STARCRAFT 64
TAZ EXPRESS
TEST DRIVE RALLY
ALICE IN WONDERLAND
BLASTER MASTER
DAIKATANA ADVENTURE
HEROES OF MIGHT & MAGIC
POKéMON TRADING CARD GAME
RAYMAN
TOMB RAIDER
TONIC TROUBLE

FUTURE

BANJO-TOOIE
DAIKATANA
DUCK DODGERS IN THE 23 1/2 CENTURY
ETERNAL DARKNESS
EARTHBOUND 64
HARRIER 2001
JEREMY MCGRATH SUPERCROSS 2000
KIRBY 64
MICKEY SPEEDWAY USA
NOMENQUEST
RIQA
RUSH 2049
SPIDER-MAN
STUNT RACER 3000
SUPER MARIO RPG 2
THE NEW ADVENTURES OF BATMAN
TUROK 3
TWELVE TALES: CONKER 64
X-MEN
WILDWATER
WILD METAL COUNTRY
WINNIE THE POOH
ZELDA GAIDEN
MICRO MACHINES V3
SAN FRANCISCO RUSH
SILICON VALLEY
LEGEND OF ZELDA
WARIO LAND 3
ZELDA: FRUIT OF THE MYSTERIOUS TREE

NINTENDO 64
GAME BOY COLOR



"The most electrifying wrestling game the world has ever seen!" —GameFan
Complete Create-A-Wrestler Mode—assign individual moves, costumes and fighting styles
Tons of game modes, including Cage Match, Road to WrestleMania, Create-A-PPV.
Thousands of signature moves, taunts and mannerisms
"The biggest, baddest, meanest, fattest, coolest, raddest wrestling game in the known universe." —Nintendo Power
WrestleMania IV
Plays host to the first WrestleMania Heavy weight title tournament
WrestleMania III
Breaks live attendance records with a capacity crowd
WrestleMania V
Shawn Michaels' WrestleMania debut as a member of The Rockers™
WrestleMania VI
The tide turns as both Mega Powers lose in the same night
WrestleMania VII
The Undertaker scores a decisive victory in his WrestleMania debut
WrestleMania VIII
Shawn Michaels and the Undertaker continue their rise to the top with wins
WrestleMania IX
Federation Championship changes hands twice in one night
WrestleMania X
Shawn Michaels and Razor Ramon wrestle for the IC Strap in an original hardcore classic
WrestleMania XI
X-Pac™ and Road Dogg™ make their WrestleMania debuts as ringside support for Jeff Jarrett™ and Razor Ramon™
WrestleMania XII
Heartbreak Kid Shawn Michaels wins a 60 minute Iron Man match for the title
WrestleMania 13
The Undertaker® begins his second Federation Championship reign with a main event victory
WrestleMania XIV
In an epic contest, Stone Cold Steve Austin becomes World Champion with a win over Shawn Michaels™
85
86
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STEVE AUSTIN
RAW
entrances complete with Titantron™ and theme music
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ANIMATED VIOLENCE
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Over 50 of the top WWF superstars–more than any other WWF game ever
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Coming Next Issue...

Volume 129, February 2000

Disney's TARZAN

Come along as we defend the lush green jungle and its inhabitants with the Ape Man himself in Activision's latest animation sensation, Disney's Tarzan. The adventure begins with Tarzan a mere Lad of the Jungle, but as the game progresses, Tarzan grows into a vine-swinging, tree-surfing wild man. We'll help you learn what it takes to make Tarzan the Lord of the Jungle.

POKéMON STADIUM



You've caught all 150 Pokémon and trained them well. You yearn for a Poké challenge, preferably in 3-D. You're in luck. Our Pokémon Stadium training guide will have you ready for the Pokémon League in no time.

RIDGE RACER 64



Ladies and Gentlemen, start your engines. Ridge Racer 64 is right on track, with formidable physics, eight extreme courses and furious four-player action. With our high-octane tips, you're sure to be the first to the finish line.

N64

1. A Bug's Life
2. AeroFighters Assault
3. AeroGauge
4. Airboardin' USA
5. All-Star Baseball '99
6. All Star Baseball 2000
7. All-Star Tennis '99
8. Army Men: Sarge's Heroes
9. Asteroids
10. Automobili Lamborghini
11. Banjo-Kazooie
12. Bass Hunter 64
13. Bassmasters 2000
14. BattleTanx
15. BattleTanx 2
16. Beetle Adventure Racing
17. BioFreaks
18. Blast Corps
19. Blitz
20. Blitz 2000
21. Body Harvest
22. Bomberman Hero
23. Bomberman 64
24. Buck Bumble
25. Bust-A-Move 2
26. Bust-A-Move '99
27. California Speed
28. Castlevania
29. Castlevania II
30. Chameleon Twist
31. Chameleon Twist 2
32. Charlie Blast's Territory
33. Chef's Luv Shack
34. Chopper Attack
35. Clay Fighter 63 1/3
36. Command & Conquer 64
37. Cruis'n USA
38. Cruis'n World
39. Dark Rift
40. Deadly Arts
41. Diddy Kong Racing
42. Donkey Kong 64
43. Doom 64
44. Dual Heroes
45. Duke Nukem 3-D
46. Duke Nukem: Zero Hour
47. Earthworm Jim 3D
48. Extreme-G
49. Extreme-G 2
50. F-1 Pole Position 64
51. F-1 World Grand Prix
52. F-Zero X
53. FIFA '99
54. FIFA Road to World Cup '98
55. FIFA Soccer 64
56. Fighter's Destiny
57. Fighting Force 64
58. Flying Dragons
59. Forsaken
60. Fox Sports College Hoops '99
61. Gauntlet Legends
62. Gex 3: Deep Cover Gecko
63. Gex 64: Enter the Gecko
64. Glover
65. Goemon's Great Adventure
66. Golden Nugget
67. GoldenEye 007
68. GT 64 Championship Edition
69. Harvest Moon
70. Hexen
71. Hot Wheels
72. Hybrid Heaven
73. Iggy's Reckin' Balls
74. International Superstar Soccer '98
75. International Superstar Soccer 64
76. Jeopardy!
77. Jet Force Gemini
78. Ken Griffey Jr.'s Slugfest
79. Killer Instinct Gold
80. Knife Edge
81. Knockout Kings 2000
82. Kobe Bryant in NBA Courtside
83. Legend of the River King 64
84. The Legend of Zelda: Ocarina of Time
85. Lego Racers
86. Lode Runner 3-D
87. Mace the Dark Age
88. Madden '99
89. Madden 64
90. Madden NFL 2000
91. Magical Tetris Challenge featuring Mickey
92. Mario Golf
93. Mario Kart 64
94. Mario Party
95. Mike Piazza's StrikeZone
96. Milo's Astro Lanes
97. Mischief Makers
98. Mission: Impossible
99. MLB featuring Ken Griffey Jr.
100. MLBPA Bottom of the 9th
101. Monaco Grand Prix Racing Simulation 2
102. Monopoly
103. Monster Truck Madness
104. Mortal Kombat 4
105. Mortal Kombat Mythologies: Sub-Zero
106. Mortal Kombat Trilogy
107. Multi Racing Championship
108. Mystical Ninja Starring Goemon
109. Nagano Winter Olympics '98
110. NASCAR '99
111. NBA Courtside 2 Featuring Kobe Bryant
112. NBA Hangtime
113. NBA In the Zone '98
114. NBA In the Zone '99
115. NBA Jam '98
116. NBA Jam 2000
117. NBA Live '99
118. NBA Live 2000
119. The New Tetris
120. NFL Quarterback Club '98
121. NFL Quarterback Club '99
122. NHL Blades of Steel
123. NHL Breakaway '98
124. NHL Breakaway '99
125. NHL '99
126. NHLPA and NHL Present Gretzky's 3-D Hockey '98
127. Nightmare Creatures
128. Nuclear Strike
129. O.D.T.
130. Off-road Challenge
131. Olympic Hockey Nagano '98
132. Paperboy
133. Penny Racers
134. PilotWings 64
135. Pokémon Snap
136. Quake
137. Quake II
138. Quest 64
139. Rainbow Six
140. Rampage Universal Tour
141. Rampage World Tour
142. Rayman 2: The Great Escape
143. Ready 2 Rumble
144. Resident Evil 2
145. Re*Volt
146. Road Rash
147. Robotron 64
148. Rocket
149. Rugrats: Scavenger Hunt
150. Rush 2
151. San Francisco Rush: Extreme Racing
152. S.C.A.R.S.
153. Shadowgate 64
154. Shadow Man
155. Snowboard Kids
156. Snowboard Kids 2
157. South Park
158. Space Invaders
159. Space Station Silicon Valley
160. Starcraft 64
161. Star Fox 64
162. Star Soldier: Vanishing Earth
163. *Star Wars*: Episode I: Racer
164. *Star Wars*: Rogue Squadron
165. *Star Wars*: Shadows of the Empire
166. Starshot
167. Super Mario 64
168. Super Smash Bros.
169. Superman
170. 1080° Snowboarding
171. Tetrisphere
172. Tonic Trouble
173. Top Gear Overdrive
174. Top Gear Rally
175. Top Gear Rally 2
176. Toy Story
177. Toy Story 2
178. Triple Play 2000
179. Turok: Dinosaur Hunter
180. Turok: Rage Wars
181. Turok 2: Seeds of Evil
182. Twisted Edge Snowboarding
183. Vigilante 8
184. Virtual Chess 64
185. Virtual Pool 64
186. V-Rally: Edition '99
187. Waialae Country Club: True Golf Classics
188. War Gods
189. Wave Race 64
190. Wayne Gretzky's 3-D Hockey
191. WCW Mayhem
192. WCW Nitro
193. WCW/nWo Revenge
194. WCW Vs. nWo: World Tour
195. Wetrix
196. Wheel of Fortune
197. WinBack
198. Wipeout 64
199. World Cup '98
200. World Driver: Championship
201. Wrestlemania 2000
202. WWF Attitude
203. WWF: War Zone
204. Xena: Talisman of Fate
205. Yoshi's Story

Game Boy

206. A Bug's Life
207. All-Star Baseball 2000
208. Antz
209. Arcade Hits: Defender/Joust
210. Arcade Hits: 720 Degrees
211. Arcade Hits: Spy Hunter/Moon Patrol
212. Asteroids
213. Babe's Friends
214. Beauty and the Beast
215. Black Bass Lure Fishing
216. Blitz
217. Bomberman GB
218. Bubble Bobble
219. The Bugs Bunny Crazy Castle 3
220. Bust-A-Move 2
221. Bust-a-Move '99
222. Carrot Crazy
223. Castlevania Legends
224. Catwoman
225. Centipede
226. Chase HQ
227. Chessmaster
228. Conker's Pocket Tales
229. Deer Hunter
230. Donkey Kong
231. Donkey Kong Land
232. Donkey Kong 2: Diddy's Kong Quest
233. Donkey Kong Land 3
234. Dr. Mario
235. Duke Nukem
236. Earthworm Jim: Menace II the Galaxy
237. FIFA 2000
238. Final Fantasy Adventure
239. Final Fantasy Legend
240. Final Fantasy Legend II
241. Final Fantasy Legend III
242. Frogger
243. Game & Watch Gallery
244. Game & Watch Gallery 2
245. Gex
246. Godzilla
247. Harvest Moon
248. Hole in One Golf
249. ISS 2000
250. James Bond 007
251. Ken Griffey Jr. Presents: MLB
252. Ken Griffey Jr.'s Slugfest
253. Kirby's Dream Land 2
254. Kirby's Pinball Land
255. Klax
256. Legend of the River King GB
257. Legend of the Sea King
258. The Legend of Zelda: Link's Awakening DX
259. Logical
260. Looney Tunes
261. Madden NFL 2000
262. Magical Tetris Challenge
263. Mario Golf
264. Mega Man
265. Mega Man V
266. Men in Black
267. Metroid II: Return of Samus
268. Mickey Mouse: Magic Wand
269. Mickey's Adventure Racing
270. Monopoly
271. Montezuma's Return
272. Mortal Kombat 4
273. Motocross Maniacs 2
274. Ms. Pac-Man
275. Mulan
276. NBA in the Zone
277. NBA Jam '99
278. NHL Blades of Steel
279. NHL Blades of Steel 2000
280. Paperboy
281. Pitfall
282. Pocket Bowling
283. Pocket Bomberman
284. Pokémon
285. Pokémon Pinball
286. Pokémon Yellow
287. Power Quest
288. Prince of Persia
289. Puzzle Master
290. Quest for Camelot
291. Quest RPG: Brian's Journey
292. R-Type DX
293. Rats
294. Rugrats
295. Rugrats Time Machine
296. Shadowgate Classic
297. Shanghai Pocket
298. Small Soldiers
299. Smurfs Nightmare
300. Spawn
301. Spy Vs. Spy
302. Super Breakout
303. Super Mario Bros. DX
304. Super Mario Land
305. Super Mario Land 2: 6 Golden Coins
306. Survival Kids
307. Tarzan
308. Tetris Attack
309. Tetris DX
310. Top Gear Pocket
311. Turok 2
312. Twouble
313. Wario Land: Super Mario Land 3
314. Wario Land II
315. WWF Attitude
316. WWF Raw
317. Yar's Revenge
318. Yoda Stories
319. Zebco ProBass Fishing

Upcoming Releases & Other Picks

320. 1942 (Game Boy)
321. 40 Winks (N64)
322. Alice in Wonderland (Game Boy)
323. Andretti Racing (N64)
324. Armorines (N64)
325. Army Men (Game Boy)
326. Azure Dreams (Game Boy)
327. Batman and Robin (N64)
328. BattleTanx (Game Boy)
329. Battlezone (N64)
330. Bionic Commando (Game Boy)
331. Blues Brothers 2000 (N64)
332. Bomberman 3 (N64)
333. Brunswick Circuit Pro Bowling (N64)
334. Caesars Palace (N64)
335. Carmageddon II: Carpocalypse Now (N64)
336. Carnivale (N64)
337. Castlevania II (Game Boy)
338. Croc (Game Boy)
339. Crystalis (Game Boy)
340. CyberTiger 2000 (N64)
341. Daffy Duck (Game Boy)
342. Daikatana (N64)
343. Déjà Vu I & II (Game Boy)
344. Destruction Derby 64 (N64)
345. Dolphin
346. Duck Dodgers in the 24 1/2 Century (N64)
347. EarthBound 64 (N64)
348. Elmo in Grouchland (Game Boy)
349. Eternal Darkness (N64)
350. F1 World Grand Prix (Game Boy)
351. F1 World Grand Prix II (N64)
352. Game Boy Camera and Printer
353. Ghosts & Goblins (Game Boy)
354. Harrier 2001 (N64)
355. Hercules (N64)
356. Heroes of Might & Magic (Game Boy)
357. Hydro Thunder (N64)
358. Hyper Bike (N64)
359. Jeff Gordon Racing (N64)
360. Jeremy McGrath's Supercross 2000 (N64)
361. Junkbots (Game Boy)
362. Kirby 64 (N64)
363. Looney Tunes Space Race (N64)
364. Lufia: Runes Chaser (Game Boy)
365. Mega Man 5 (Game Boy)
366. Metal Gear Solid (Game Boy)
367. MK: Special Forces (N64)
368. NBA in the Zone 2000 (N64)
369. NBA in the Zone (Game Boy)
370. NHL Blades of Steel 2000 (N64)
371. Nightmare Creatures 2 (N64)
372. Nonenquest (N64)
373. Ogre Battle 3 (N64)
374. Perfect Dark (N64)
375. Pocket Pikachu (Game Boy)
376. Pokémon Stadium (N64)
377. Polaris's Snowcross (N64)
378. Rainbow Six (Game Boy)
379. Rally Racing (Game Boy)
380. Rat Attack (N64)
381. Resident Evil (Game Boy)
382. Ridge Racer 64 (N64)
383. Riqa (N64)
384. San Francisco Rush (Game Boy)
385. SimCity (N64)
386. South Park Rally (N64)
387. Space Station Silicon Valley (Game Boy)
388. Speedy Gonzales (Game Boy)
389. Spiderman (N64)
390. Street Fighter Alpha (Game Boy)
391. Super Mario Adventure (N64)
392. Super Mario 64 2 (N64)
393. Supercross 2000 (N64)
394. Tamagotchi (N64)
395. Taz Express (N64)
396. Tazmanian Rush (Game Boy)
397. Tiger Woods (Game Boy)
398. Titus Jr. (Game Boy)
399. Toy Story 2 (Game Boy)
400. Transfer Pak
401. Twelve Tales: Conker 64 (N64)
402. Vegas Games 2000 (Game Boy)
403. Vigilante 8: Second Offense (N64)
404. Wicked Surfing (Game Boy)
405. Wild Metal Country (N64)
406. Wildwaters (N64)
407. X-Men (N64)



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Volume 127 (Dec. '99): WWF WrestleMania 2000, Toy Story 2, Castlevania: Legacy of Darkness, Donkey Kong 64—Part 2, NBA N64 Tip-Off 2000, Ready 2 Rumble, Top Gear Rally 2, Rainbow Six, Operation Y2K Countdown, Mickey's Racing Adventure, *Star Wars:* Episode I: Racer, Ghosts 'n' Goblins, Game Boy-a-Go-Go.

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven–Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Sprocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars:* Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars:* Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-Type DX, All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars:* Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000 (N64), Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

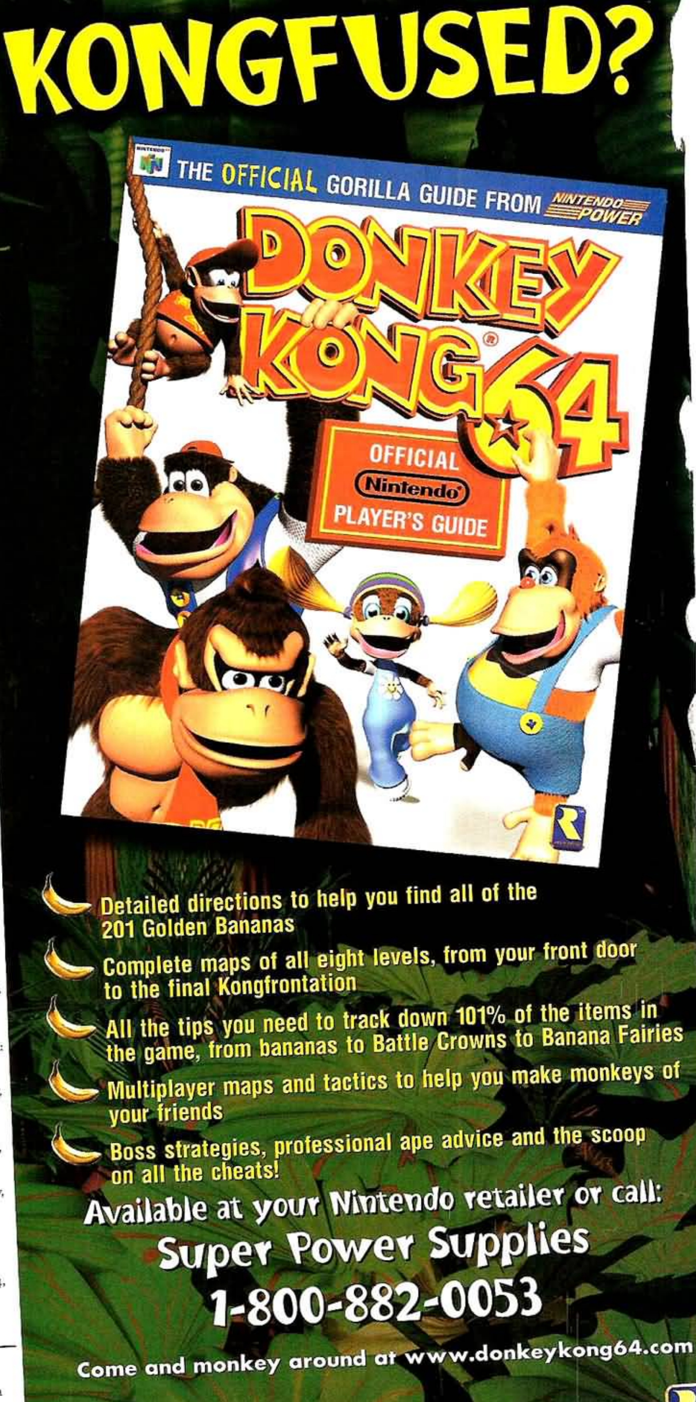
Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review– Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, NP Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest.

Volume 117 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review–Part 3, Pokémon Link Cable Special, Penny Racers, Castlevania Review–Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

Volume 116 (Jan. '99): Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

Volume 115 (Dec. '98): *Star Wars:* Rogue Squadron, The Legend of Zelda: Ocarina of Time Review–Part 2, Body Harvest– Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup.

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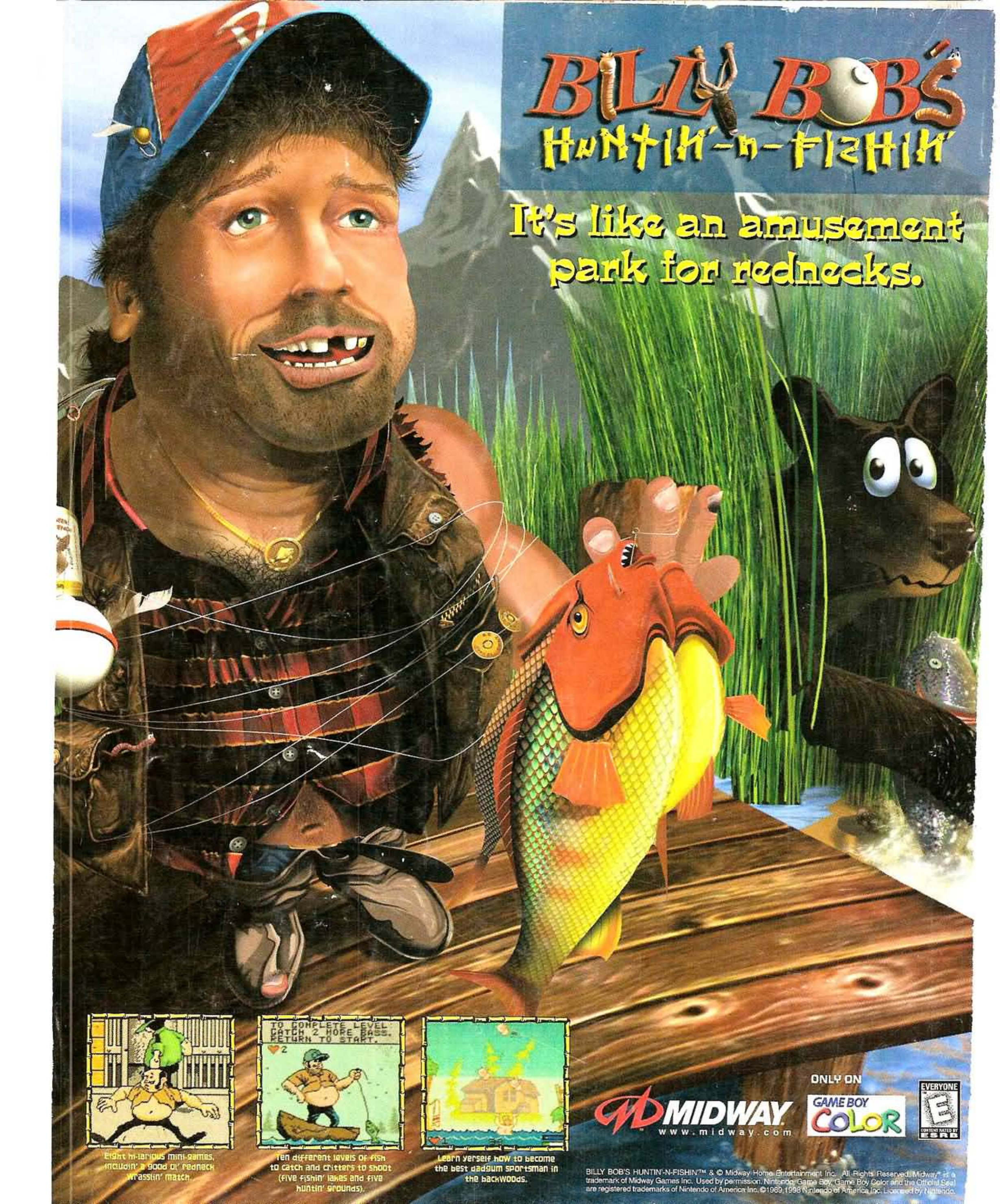
NAME ROCKET:ROBOT ON WHEELS

	GRADE	ADDITIONAL COMMENTS
GAMER'S REPUBLIC	A-	"Fun, Inventive and Brilliantly challenging..."
NINTENDO POWER	8.4/10	"This Game shouldn't be missed..."
GAME FAN ONLINE	92/100	"...RARE COULD HAVE A LITTLE COMPETITION WHEN IT COMES TO 3D PLATFORMERS FOR NINTENDO 64. ROCKET IS THAT GOOD..."
IGN.64	9.0/10	"Nothing short of brilliant. Awesome puzzles. Amazing physics engine..."
DAILY RADAR	DIRECT HIT	"Rocket: Robot on Wheels is a work of genius"

Your report card should look so good.



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